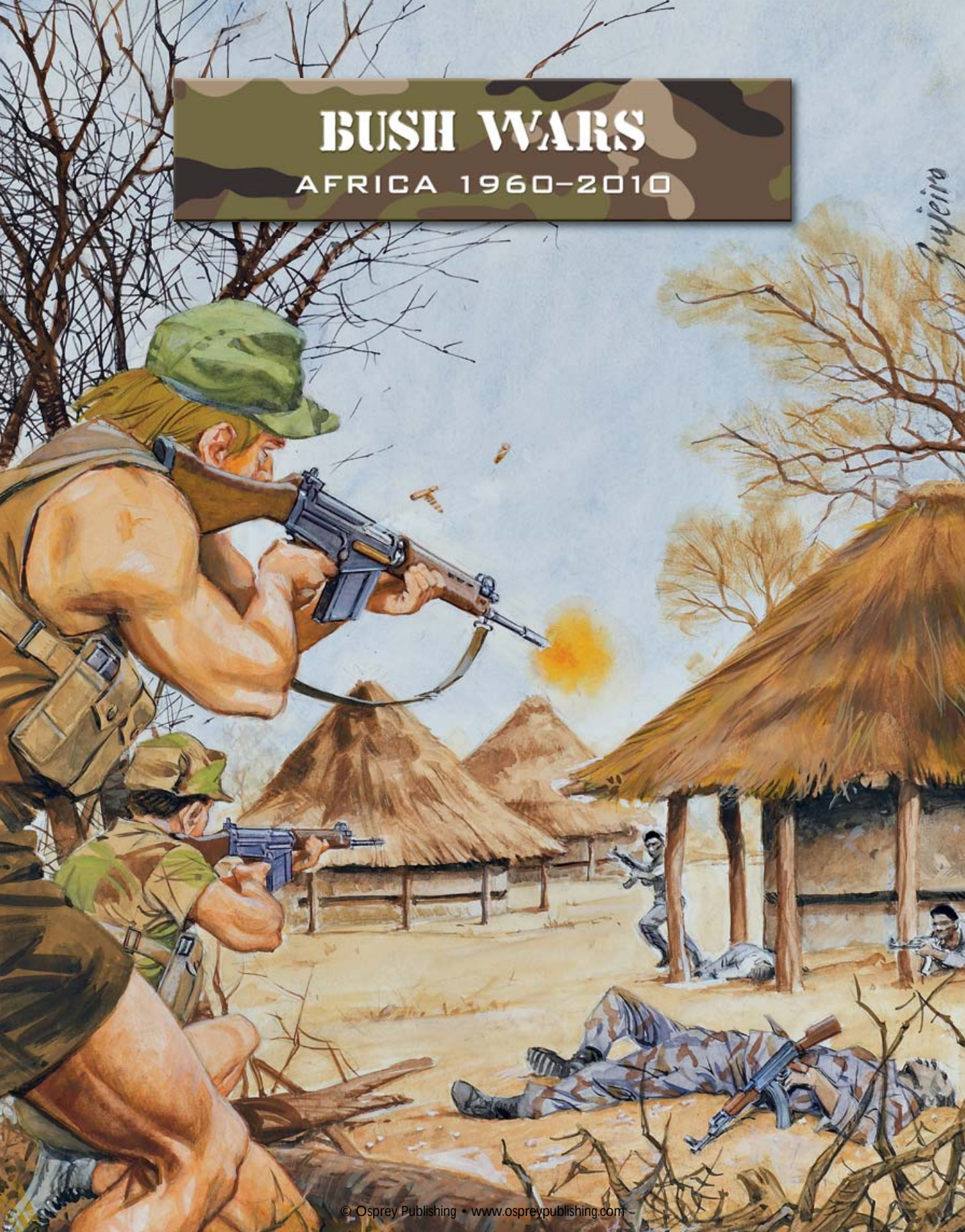

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BUSH WARS

AFRICA 1960–2010

A FORCE ON FORCE COMPANION

AMBUSH ALLEY GAMES

OSPREY PUBLISHING

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INTRODUCTION

Bush Wars is a departure from the usual format of *Force on Force* campaign books. Rather than focus on a single conflict in recent history, our purpose is to give a good cross representation of conflicts in a specific region of the world drawn from several wars. As one would expect given the diversity in African warfare, these range from small counter-insurgency actions to large combined arms battles. Players will find a good mix of both kinetic and asymmetric scenarios and games suitable for solo and small groups of players up to large games designed for team play.

Given the huge number of conflicts that have occurred in Africa since 1945, we have chosen to draw from several representative examples. Most of the scenarios presented in this supplement are based closely upon historical events (although some have been slightly altered to make for a better gaming experience). We have provided several fictional scenarios that are designed to represent a general type of engagement; within are 22 scenarios drawn from the following wars:

Portugal's Wars in Angola and Mozambique. These are the last of the true colonial wars, the aftermath of which set the stage for further conflict in the region.

The Congo Crisis of 1960–66. A fascinating, multi-faceted war that was at the same time both a civil war and a superpower proxy conflict.

The Rhodesian Bush War of 1964–79. Rhodesia is arguably the most well-known of the post-colonial conflicts (second only to the Congo Crisis) and took the form of a long and brutal counter-insurgency war pitting highly capable security forces against Communist-backed guerrillas.

The South African Border War and the SADF intervention in Angola. South Africa's war to secure its borders began as a counter-insurgency very similar in nature to the Rhodesian conflict. With the eventual involvement of the new Communist-backed Angolan government and the intervention of Cuba, it escalated into a conventional war that saw the largest tank battles on the continent since World War II.

The 1991–2002 Civil War in Sierra Leone. This conflict is an archetype of protracted civil strife that occurred in numerous African countries in the post-colonial period, leaving behind a wake of virtual anarchy. The war in Sierra Leone would only come to a close with the introduction of UN forces and a British military intervention.

Included along with the scenarios are sample unit organizations for many of the major combatants, game statistics for a large number of military vehicles in use in Africa, as well as information on dress and equipment of the forces involved.

COLONIZATION AND DECOLONIZATION

For centuries, the relationship between the nations of Europe and the African continent has been one of exploitation and colonization. From the earliest contacts, the European cultures have sought the use of Africa's vast natural resources as well as the labor of indigenous peoples, by means both fair and foul. To aid in transfer of the wealth and resources of Africa to Europe, many of the European countries set up permanent colonies in the more habitable regions of the continent. The new colonists brought their home culture and the advanced technology of European countries to build farms, plantations, mines, ranches and other wealth producing enterprises.

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In the years following WWII, Africa has been a hotbed of asymmetrical warfare (photo: Tim Spakowski, models: Elhiem).

The first European colonies of note on the Dark Continent were Dutch settlements on the southern tip of Africa in the 17th century, and the drive to colonize and exploit Africa reached its peak at the end of the 19th century by which time just about every portion of the continent was under the control, either directly or through proxy states, of the Europeans. Many powers had a stake in Africa, but the major players in this enterprise were Belgium, Great Britain, France, and Portugal.

From the beginning, the process of colonization was marked by violence. The native peoples, although often severely outgunned from a military perspective, resisted the invaders in an often brave, yet in the end futile, manner. In response, the European powers would suppress these colonial rebellions decisively and at times brutally. In addition to resistance by the native populations, the various European powers occasionally came into conflict with each other over their African possessions; and those arguments were factors throughout both World Wars.

The treatment of the indigenous population under European control varied in policy from region to region and ran from outright slavery to a fairly benevolent "hands off" policy. Even under the best of circumstances, the native populations were aware of their exploitation and simmering resentment would eventually boil over. It should not be thought that the effect of colonization upon the indigenous peoples was entirely negative. The Europeans brought with them technology such as advanced agricultural techniques and modern medicines that increased life span and permitted a massive increase in some regions of the population due to control of previous epidemic diseases. Even in the more oppressive of the European colonies, the native peoples enjoyed a greater quality of life than did their ancestors. Be that as it may, even under the most benevolent of colonial governments, the indigenous populations were often treated as second class citizens with limited representation.

All things change, of course, and the disaster of World War II saw the end of direct colonial control of Africa. All but bankrupted by the expense of war, most of the European powers (at least the ones who had not begun to divest themselves of their colonies beforehand) began to see their colonies as financial liabilities that could not be sustained. Moreover, the leftward shift that many of the European powers experienced in the wake of World War II brought with it a change in the attitudes of many people toward the policy of colonialism. Many now questioned the morality and desirability of colonial exploitation. In addition, both the United States and the Soviet Union came out of the war initially united in the

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view of the self-determination for remaining European colonies around the world. A few short decades after 1945, colonial control of the African continent was completely removed.

Just as the character of rule varied from place to place, the manner in which the European nations let their former colonies go differed greatly. Some of the former colonial powers made an effort to put in place a stable government before granting independence. A few others simply abandoned their former colonial possessions and left them to their fate. No matter the way in which independence occurred, the end result was the same: by the mid-1970s, the African continent was on its own.

THE NATURE OF WAR IN POST-COLONIAL AFRICA

Africa has always been a violent place. The polyglot mixture of ethnic groups, tribes and other cultural groupings and religions ensured that conflict was effectively continuous. Colonialism had stemmed this sort of sectarian violence to some extent. But as European control was lifted, old rivalries and hatreds reemerged. The European powers had set the borders without regard to these deep-seated differences, and once gone, rival groups found themselves in close quarters with their enemies. European powers had also often privileged certain groups over others in the colonial hierarchy, inflaming existing rivalries or generating new ones. The result was often quite ugly and in places like Rwanda in 1994 it could take the form of outright genocide.

The exit of the Colonial powers also left a power vacuum that needed to be filled. Sometimes this vacuum was filled by the wrong people. In some of the post-colonial African states brutal dictators with little interest in the well-being of their countries took power. This could even be the case in states in which an effort to transition to a stable government had occurred, such as the rule of Uganda by Idi Amin Dada in the 1970s. In other areas such as Somalia the vacuum was never entirely filled and a persistent state of near anarchy existed.

One of the most persistent perceived threats, especially in the southern portion of the continent, to the stability of post-colonial Africa was Communism. The backers of international Marxism (the Soviet Union and its client states: Cuba and China) all sought to expand their ideology and influence into the African continent. To achieve this end, the Communist countries often backed the various nationalist and independence movements which came to be in the colonial states before independence was granted. This brought into being the phenomenon of the "proxy war" by which outside powers would back one side or another in a conflict to further their own ends. In this game, the Marxist countries appeared effective. Angola, Mozambique, Zimbabwe, and a number of other countries wound up with governments that were at least nominally Marxist in nature after their final independence due to this phenomenon. Much had been made in the days of the Vietnam War of a so-called "domino effect" by which one country in a region falling to Communism led to another falling in the same manner. In Africa this is exactly what occurred, with the tide of Marxism spreading north to south from one country to another, with each new Marxist state providing aid and support for insurgent groups in neighboring countries. As the Cold War entered its twilight, it became clear, however, that monolithic international communism had been largely a myth. In places like Angola it became painfully clear as the Soviet Union and its client state Cuba supported one side against movements backed by the United States, South Africa, *and* the People's Republic of China.

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The inter-tribal wars of the African continent in previous centuries had often been fairly bloodless affairs. Certainly these primitive conflicts saw none of the huge bloodletting of the European wars of the last two centuries. The exit of the Colonial powers left one last legacy that would change the nature of African war more than any other: access to modern arms. Weapons do not cause conflicts, but the increased access to modern firearms left the various tribal groups, post-colonial states, independence movements and other insurgent groups, bandits, thugs and just about everyone else well-armed. These guns came from a variety of sources. Some were simply the armories of the colonial powers that were left behind. Others were the spoils of war captured in pre-independence conflict. Many more were deliberately injected into the region by Superpowers seeking to arm insurgent groups they were sympathetic to, or to further a proxy war. The Communist countries in particular funneled huge numbers of AK-47 rifles to their proxies. Of the estimated 100 million AK variants that have been produced, a sizable percentage wound up in African hands. Indeed, so ubiquitous is the design, that the AK-47 has virtually become the symbol of warfare in post-colonial Africa. Mozambique even incorporated the weapon as an important symbol on its flag. No matter their source, the influx of modern firearms permitted Africans to kill each other (and in some cases their former colonial masters) in numbers beyond what their ancestors could have dreamed.

All wars are brutal by nature, but those in Africa were in a class of their own. Africa brought the world dictators such as Idi Amin and Robert Mugabe. It is the home of panga-wielding Mau Mau, the Simbas in the Congo and the child soldiers of Sierra Leone. It has seen the horror of atrocities such as the Rwanda genocide and Viscount Disasters in Rhodesia. Africa spawned the insanity of "The Holy Spirit Mobile Forces" cult in Uganda and that of "General Butt Naked" in Liberia. At the same time, Africa has been the scene of many examples of military excellence and even heroism. The Portuguese set the groundwork for modern counter-insurgency warfare and devised tactics that are still being employed. The Rhodesian Security Forces scored many victories against huge odds and in circumstances that would be unbelievable if used as the plot of a Hollywood movie. The Rhodesians and South Africans perfected anti-landmine technology that is still saving lives throughout the world today. The British rescue operation in Sierra Leon known to the troops at the time as "Operation *Certain Death*" remains a classic example of a successful raid. Finally, the rescue of civilian hostages in the Congo by Belgian paratroops during "Operation *Dragon Rouge*" stands as an (admittedly imperfectly executed) example of military force being used for humanitarian purposes.

POWER FROM THE BARREL OF A GUN: AFRICAN MILITIA MANNING A DSHK HEAVY MACHINEGUN (PHOTO: BRAD JANICKI, MODELS: LIBERATION).

In recent decades, Africa has been the preferred area of operations of the mercenary. Maligned by their detractors as amoral "guns for hire" and celebrated by

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their partisans as "soldiers of fortune" these often colorful characters found a home in the war zones of Africa. The most famous of these is of course is ex-British Army officer turned mercenary Thomas Michael "Mad Mike" Hoare who led a mercenary unit during the Congo Crisis of the mid '60s. (Hoare would later be the inspiration and serve as a technical adviser for the popular movie *The Wild Geese* which depicted mercenary operations in Africa). Another well-known mercenary was Swedish nobleman and pilot Count Carl Gustaf Ericsson von Rosen, who flew missions in the Nigerian Civil War and would later be killed in the little-known conflict between Ethiopia and Somalia known as the Ogden War. Other mercenaries, such as the ill-fated men led by the mentally unstable Colonel Callen in the Angolan Civil War would not be so successful and would have their careers cut short by a violent death. Although not technically mercenaries under international law, many foreign nationals (including some 300 Americans) would serve in Rhodesia. In recent decades various "Private Military Companies" would fill the role that the traditional mercenary once served. Most notable of these was the South African based Executive Outcomes, which would see action in Angola and Sierra Leone.

The types of wars that have ravaged the continent are as diverse as the people, wildlife, and lands of Africa. As noted previously, many would be simply modern versions of age old tribal struggles such as occurred in Liberia and Rwanda. Others would be colonial wars between European powers and indigenous rebel groups such as those of the late 19th century. Portugal's wars certainly fall into this category and the war in Rhodesia has been described as "the last of the colonial wars". Insurgency and guerrilla wars of all sorts have been the most common in post-colonial Africa, but modern combined arms style conventional conflicts have been prominent as well. The Nigerian Civil War, the closing stages of the Rhodesian War, and South Africa's conflict in Angola have all seen such fighting on every scale.

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SCENARIOS

Since *Force on Force* doesn't use point balanced armies, the typical "let's beat each other up and whoever has the most toys left standing wins" approach to matches really doesn't apply. *Force on Force* is a scenario driven game. As such, the winner and loser of a match are determined by the victory conditions of the scenario they are playing. Towards this end, each *Force on Force* scenario includes a list of objectives or accomplishments that will garner one side or the other "victory points."

At the end of a game, victory points are totaled for both sides and the difference between those totals is used to determine who (if anyone) won and by how wide a margin:

Margin of Victory Table

Difference of 0-4 points = Indecisive Victory
Difference of 5 to 9 points = Marginal Victory
Difference of 10 to 14 points = Decisive Victory
Difference of 15+ points = Total Victory

Victory points are listed for individual scenarios, but the following list can be used as a general guideline for creating victory points for your own scenarios.

These victory point values are only suggestions. Some scenarios may give the same victory conditions completely different point values. You may decide that victory point values should be adjusted up or down based on their relative importance in scenarios you write yourself.

A Note On Table Size, Ranges And Measurements

While *Force on Force* scenarios indicate a suggested table size, players are encouraged to use whatever table size seems to work best for the miniatures they're using and the space they have available for play.

Regular Victory Points

Major Objective Completed = 5 pts
Minor Objective Completed = 2 pts
Per Hot Spot Neutralized = 3 pts
No Friendly POWs at Game End = 5 pts
Per POW Captured = 1 pt
Per Enemy Infantry Unit Reduced Below Half Strength = 1 pt
Per Enemy Vehicle Disabled/Destroyed = 2 pts
Per Enemy Tank Disabled/Destroyed = 3 pts
Per Irregular unit Broken = 1 pt

We find that the suggested measurements work great for games using 15mm or 20mm figures. If you are using larger or smaller figures, you may wish to increase or reduce the table size. Some players increase or decrease the table size because they like the "feel" of the modified table size better or simply because it will fit in the space they have available.

Remember, though, that whatever size table the game is played on, ranges and measurements must remain proportional or scenarios with a turn limit will be compromised. If you decide to double the size of the table, you must also double movement and fire ranges – if you halve the size of the table, you must halve movement and fire ranges. As long as you follow this simple guideline, you can play *Force on Force* on any size table with any size figures you choose!

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THE CONGO CRISIS, 1960–66

The six-year spasm of sectarian violence that ravaged the Congo had its roots in the transition of European to African rule and ended up as one of the first superpower proxy wars on the continent. The immediate result of the series of civil wars that are known as the "Congo Crisis" was the death of some 100,000 people as well as the financial ruination of the country and eventual descent into dictatorship and oppression. The events of the early sixties in the Congo are complex with many individuals taking power at some point or another and periodically changing political borders, thus only a brief overview of the crisis can be attempted in this space.

The massive Belgian colony of the Congo, located in central Africa, had long been a source of great wealth to Belgium but brought with it controversy and international condemnation. Belgian enterprises in the Congo were built upon a system of slave labor and ruthless enforcement of Belgian rule by force and threat of atrocity. Conditions for the indigenous residents of the Congo (a plight later featured as one of the themes of Joseph Conrad's Novel, *Heart of Darkness*) were certainly among the worst in Africa. After the end of World War II, like so many other European powers, Belgium found its continued rule of the Congo to be unsustainable and it began to take steps toward granting independence to its colony.

There had been some discussion of a gradual transition to African rule, but political pressure by African Nationalist groups and widespread political unrest in the Congo meant that by 1960 the Belgians made the decision to grant immediate independence to their former colony after a general election in May of 1960. The following month, at the official ceremony marking the handover of power to the new Congolese Prime Minister, Patrice Lumumba, delivered an inflammatory speech that condemned Belgian rule and was personally insulting to the Belgian King Baudouin I. Outraged, the Belgian delegation cut the planned activities short and left the country. Their hasty departure was in many ways symbolic of how Belgium simply left the Congo on its own. A transition to power that had originally meant to be a gradual change over several decades had occurred within just a few short months and the result was a disaster.

The first crisis that the Congo faced was the secession in July of the southern province of Katanga. The new independent Republic of the Congo had lasted less than two months as a single state. With Katanga went much of the Congo's mineral wealth. To make matters worse at about the same time the country's army mutinied and violent in-fighting amongst various tribal groups began to take place around the country. To back up its actions the secessionist government in Katanga stiffened its small military/police force with several hundred European mercenaries. The mutinies meant that the Congolese government would be hard pressed to suppress the revolt on its own; therefore a call was made for United Nations forces to intervene and help put down the revolt.

Following the lead of Katanga, the province of Southern Kasai also seceded in August. This brought with it an almost total breakdown of order. In this environment of anarchy, the Army Chief of Staff Joséph Mobutu staged a coup in September which overthrew the Lumumba government. Remnants of the old government established a new seat of power in

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the eastern section of the country. Thus, by the end of the year the new nation had effectively broken into four separate states. In January 1961, Lumumba was murdered by Katangan troops. The resulting outrage over his death finally spurred the UN into action. Over the next two years, government troops and a multi-national UN force fought a campaign that would eventually bring the breakaway provinces back under central control. Most notable of these, were efforts in late 1961 to disarm Katangan forces and to arrest and expel foreign mercenaries from Katanga. Most of the mercenaries fled across the border into neighboring countries, but some stood and fought, inflicting heavy casualties on the UN forces. In one famous incident Irish troops that were sent as part of the UN force were isolated and besieged in the town of Jadotville by a force of mercenaries. The Irishmen held out for almost a week before being forced to surrender due to shortages of water and ammunition. In the end, the resistance was crushed, and by the beginning of 1963 the secessionist provinces were back under control of the central government.

In 1964 a new threat emerged in the form of what is arguably the most well-known phase of the Congo Crisis: the communist-backed Simba Revolt. The Simba took their name from the Swahili word for "lion" and drew their numbers mostly from young rural tribesmen from the Eastern portion of the country. Although poorly equipped and tactically unsophisticated, the Simba fought with a fanatical fervor that was fed by drugs and a belief in shamanistic magic that was thought to make them "bullet proof" in combat. The belief in their invincibility seems to have been shared by their enemies and the first

ANC troops on the road to Stanleyville (photo: Brad Janicki, models: Liberation).

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Congolese army units sent to put down the new rebellion were quickly defeated by the Simba. In short order, the entire Eastern section of the country was under Simba control, with a new capital established in the city of Stanleyville. Simba rule was brutal in the extreme with thousands of Congolese being massacred and all manner of atrocities (including ritual cannibalism) being commonplace.

In reaction to the Simba Revolt, the central government petitioned for outside aid and hired a new group of European mercenaries to help in suppressing the Simba. The most well-known of these mercenary units was led by ex-British army officer turned mercenary leader Thomas Michael "Mad Mike" Hoare. Under Hoare, 5 Commando would form the cutting edge of the campaign against the Simba. Mercenary units in the Congo tended to operate in small motorized units supported by machinegun, armed jeeps and occasionally light armored vehicles. This restricted their operations to a large degree to what passed for a road network in the Congo, but this combination of speed and heavy firepower was devastating against the lightly armed Simba. As government and mercenary forces began to make headway against the rebellion the Simba leadership became concerned about the possibility of defeat and hundreds of westerners still remaining in Simba-controlled territory were rounded up as hostages. Many of these hostages were held in and around the city of Stanleyville.

Attempts at negotiating the release of the hostages proved unsuccessful, so a joint Belgian and US rescue operation was launched in November 1964 under the codenamed "*Dragon Rouge*". On the 24th 350 Belgian Para Commandos ferried by US Air Force transports captured the Stanleyville airport and moved on to rescue the hostages in the city. At the same time mercenary columns moved in from the opposite direction and aided in clearing out Simba resistance and securing the hostages. Although the Simba managed to murder around 60 of the hostages before they could be rescued, some 1400 survived and were flown out of the city over the next few days. Despite the humanitarian nature of the operation, *Dragon Rouge* would be later condemned by the communist nations supporting the Simba as "colonial intervention" by the West. It would also inspire communist revolutionary Che Guevara to travel to the Congo and lead an unsuccessful six month campaign against the central government.

Dragon Rouge broke the back of the Simba rebellion and although fighting continued in some areas, by the end of 1964 the revolt was over.

Fighting in the Congo continued on and off for another year but by the end of 1965, the conflict was all but over. In November of that year Mobutu seized control of the country from the sitting president and formed a one party authoritarian state. Mobutu would lead the country (which in 1971 would be renamed Zaire) for thirty years before being deposed in yet another Congolese civil war in the late 1990s.

The war in the Congo provides a wealth of scenario ideas for the gamer interested in African Bush Wars. In particular the UN operations in Katanga and the fighting during the Simba revolt are sources for many interesting scenarios. The small nature of the mercenary units in both campaigns make these battles particularly suitable for simulation using *Force on Force* and the colorful and diverse nature of the forces involved are a miniature painter's delight.

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OPERATION *DRAGON ROUGE*, PART 1

Clearing the Stanleyville Airfield. November 24, 1964

In August of 1964, Marxist-backed Simba militants captured the city of Stanleyville in the province of Orientale in the northeast section of the Congo. Without firing a shot, a handful of Simba led by a witch doctor waving palm branches had routed the 1500 man ANC garrison. A new Simba-dominated rebel government was quickly declared with Stanleyville as its capital. The capture of the city was a coup for the Simba. Not only did it give the badly armed Simba access to large amounts of weapons left behind by the government troops, but it also left some 1500 Westerners living in Stanleyville as hostages of the Simba.

For the next three months a series of fruitless negotiations took place in an attempt to win the hostages' freedom. Unfortunately, the Simba realized the value of their prisoners and stubbornly refused any concessions. The governments of Belgium and the United States came to the realization that a rescue operation would be the only option to end the impasse and free the hostages. Several plans were considered, but in the end a joint Belgian, Congolese, and US operation consisting of an airborne assault supported by a ground strike by ANC and Mercenary units was decided upon.

In Stanleyville the hostages awaited their fate. Although they were not physically mistreated, they were imprisoned in a variety of locations, most notably the Victoria Hotel and the city's prison. More ominously, the Simba had engaged in a reign of terror from the first day of their occupation of the city, massacring hundreds of Congolese residents who were suspected of being enemies of the revolution. The hostages were warned by their captors that they would suffer a similar fate should any attempt to rescue them be undertaken.

At dawn on the morning of 24 November 1964 a fleet of US Air Force C-130s ferrying 350 Belgian troops from the 1st Para Commando regiment began its approach over the Stanleyville airfield. The attackers had only expected small arms fire, and were shocked when lines of green tracers from Chinese-made 12.7mm anti-aircraft machineguns arced up at them from the airfield.

HISTORICAL OUTCOME

The first wave of Belgian Para Commandos landed on a golf course adjoining the airfield at 0600 and immediately came under fire from the jungle surrounding the airfield and from buildings on the airfield proper. A sharp firefight ensued, with Simba in the control tower and manning a 12.7mm anti-aircraft machinegun positioned to the east of the runway being particularly stubborn, but within thirty minutes the airfield was secure. For the next half an hour, the Belgians worked to clear obstacles from the runway, which had been strewn with 55 gallon drums filled with water and derelict vehicles to prevent the airfield from being used, and by 0700 the first of the transport aircraft carrying the Para Commando's transport and heavy weapons was able to land. The first stage of Operation *Dragon Rouge* had been accomplished. Now the task of rescuing the hostages and neutralizing remaining Simba resistance could begin in earnest.

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SCENARIO INFORMATION

Duration of Game: 8 turns

Initiative: Asymmetric – Belgians have initiative for the duration of the game.

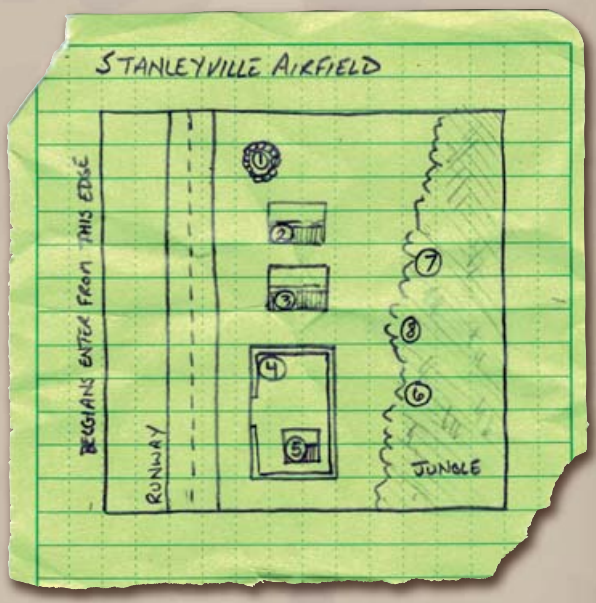
Special conditions:

- Air Defense Environment: N/A

Fog of War: Determined normally by reaction test rolls

Table Size: 2' x 2' (15mm/20mm), 4' x 4' (20mm/28mm)

- 1: Starting position of Simba HMG team
- 2–7: Starting position of other Simba mobs.
- Belgian units enter from west table edge on turn one.



BELGIAN MISSION

Clear the airfield and capture the control tower with a minimum of friendly casualties. Time is of the essence!

BELGIAN VICTORY POINTS

- Each Simba mob completely removed from the table due to casualties or morale failure: 2pts
- Suffer no KIA by end of turn 8: 5pts.
- Capture control tower building by end of turn 6 or before: 15pts
- Capture control tower building by end of turn 7: 10pts
- Capture control tower building by end of turn 8: 5pts

BELGIAN PARA COMMANDOS

Belgian Basic Attributes

Initiative Level: N/A

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D10/D10

Platoon HQ

1x Platoon Leader w/Vigneron M2 SMG (TQ/Morale: D10/D12)

1x Platoon NCO w/Vigneron M2 SMG

1x Radio Operator w/FN-FAL

1st Squad

1st Section

1x Leader w/Vingeron M2 SMG

1x Gunner w/FN-MAG (Med. AP:2/AT:0)

2x Riflemen w/FN-FAL

2nd Section

1x Leader w/Vingeron M2 SMG

3x Riflemen w/FN-FAL

2nd Squad

1st Section

1x Leader w/Vingeron M2 SMG

1x Gunner w/FN-MAG (Med. AP:2/AT:0)

2x Riflemen w/FN-FAL

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2nd Section
1x Leader w/Vingeron M2 SMG
3x Riflemen w/FN-FAL

3rd Squad
1st Section
1x Leader w/Vingeron M2 SMG
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Riflemen w/FN-FAL

2nd Section
1x Leader w/Vingeron M2 SMG
3x Riflemen w/FN-FAL

Blindicide Team (Weapon Team bonus)
1x Gunner w/RL-83 Blindicide (Med. AP:2/AT:2)
1x Loader w/FN-FAL

SIMBA MISSION

The enemy is coming from the sky! Kill them all, and hold the airfield as long as you can. Sharpen your knives! Sharpen your spears! Kill! Kill! You have nothing to fear as your magic will turn you into lions and your enemy's bullets into water!

SIMBA VICTORY POINTS

- Each Belgian seriously wounded: 1pt
- Each Belgian KIA: 2pts
- Holding Control Tower building at end of turn 8: 5pts

SIMBA FORCES

Simba Basic Attributes
Initiative Level: N/A
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D10

1x Witch Doctor w/palm leaves and magic monkey fur (TQ/Morale: D6/D12)

Simba Mob 1
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob 2
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob 3
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob 4
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob 5
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob 6
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Machinegun Team (no Weapon Team bonus)
1x Gunner w/12.7 DShK (Hvy. AP:4/AT:1(L)
2x Simba w/Mixed weapons

SPECIAL RULES

RULES OF ENGAGEMENT

Understandably, the Belgians wished to minimize civilian deaths and other collateral damage. Therefore, they were under very strict orders to be very sure of their targets and not to fire unless fired upon first. Any Belgian unit

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must first make a troop quality check when wishing to fire on an enemy unit. If successful, the target has been identified and may be fired upon normally. If the check is failed, the unit may not fire that round. This does not apply if the unit is responding in a round of fire directed at it.

BUILDINGS AND GUN EMPLACEMENTS

Both the airfield buildings and the 12.7mm gun position are considered to be solid (2D) cover. The control tower is a two story building.

THE RUNWAY

The Simba have strewn the runway with debris such as water-filled barrels and junk cars to prevent any aircraft from landing. Therefore, any unit stationary on the runway counts as being in cover (1D). The runway does not block line of sight.

SIMBA SPECIAL RULES

Due to their unique nature, the Simba are subject to the following special rules:

POORLY ARMED

Most Simba are armed with pangas, spears, and other primitive weapons but each unit has a sprinkling of civilian guns, old bolt action rifles, and the occasional captured modern firearm. What they lacked in firepower, the Simba made up for in ferocity and willingness to close into close combat. Thus, Simba mobs (but not weapons teams) are always subject to the Outgunned rule. Furthermore, any time a Simba unit fires at a target outside of its optimum range, halve the unit's firepower. Simba units in close combat are not counted as outgunned and count their normal number of firepower dice.

CALLOUS

Instead of making first aid checks, Simba units are subject to the *Callous* rule for irregular casualties.

FANATICS

Due to their unsubtle tactics (which usually means a massed charge at the closest enemy) Simba may not use out of contact movement.

MOBILE

Simba units may move at fast speed through any terrain.

A NASTY COMBINATION

Due to their fanatical fervor, belief in their own invincibility, and the influence of drugs Simba units are subject to the rules for units fighting under the influence of strong stimulants.

THE WITCH DOCTOR

Simba were strong believers in tribal magic, and on occasion had witch doctors accompanying them into battle. The witch doctor is a single model that counts as a positive leader. Any Simba unit that is within optimum range of the Witch Doctor model or has it attached may roll morale tests with his value (D12) instead of their own. The Witch Doctor model is considered to be unarmed and is not counted for shooting or close combat. The normal rules for randomizing hits on irregular units count for determining if the Witch Doctor becomes a casualty.

The Witch Doctor model starts attached to a unit chosen by the Simba player on turn one.

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SIMBA REINFORCEMENTS

The Simba player receives reinforcements each turn automatically. Starting on turn two roll a single D6. On a roll of 1–4, the Simba player receives one ten-figure Simba mob. On a roll of 5–6, the Simba player receives two such mobs. Simba reinforcements enter the table anywhere along the west table edge.

OPERATION *DRAGON ROUGE*, PART 2

The Road to Stanleyville, 24 November 1964

The multi-national effort to rescue the hostages held by Simba insurgents in the city of Stanleyville was carried out by two distinct forces that approached the city early on the morning of 24 November 1964 from two directions. One section of the assault force was 350 Belgian Para Commandos that were dropped near the Stanleyville airfield by US Air Force transports. The second force was a motorized column spearheaded by Mike Hoare's mercenary unit 5 Commando.

The Irish born Thomas Michael "Mad Mike" Hoare had served as an armor officer in World War II before immigrating to South Africa in the post war years. He spent some time in Africa working as a safari guide before returning to a life of military service: this time as a mercenary. In the early years of the Congo Crisis, Hoare saw action during the Katanga Secession, but it was the Simba Revolt that saw his most famous exploits.

Hoare was one of several mercenary leaders who were hired by the Tshombe government to suppress the Simba revolt. The majority of Hoare's recruits were fellow South Africans, but men from a number of different countries with a wide variety of previous military experience were to serve in 5 Commando over the years of its operation. While other mercenary units were known for their undisciplined behavior, Hoare strove to enforce British style discipline amongst his command. 5 Commando operated along the Congo's primitive road network in a motorized column that was supported by jeeps festooned with machineguns and a handful of armored cars. This combination of tactical mobility and heavy firepower proved to be an effective weapon in the fight against the Simba, and 5 Commando saw a great deal of success before the Simba Revolt reached its bloody climax on the streets of Stanleyville.

On the morning of the 24th, the 5 Commando column set out in the pre-dawn hours to approach the city of Stanleyville.

HISTORICAL OUTCOME

5 Commando approached Stanleyville from the south. As the mercenaries neared the city, they started to encounter resistance. Roadblocks, hastily placed landmines, and sporadic contacts with Simba bands seeking to ambush the column slowed the pace of advance. The result was that Hoare's men reached the outskirts of the city over an hour behind schedule. Despite this setback, 5 Commando was still able to play a key role in the liberation of the city and the rescue of the hostages.

SCENARIO INFORMATION

Duration of Game: 7 turns

Initiative: Asymmetric – Mercenaries have initiative for the duration of the game.

Special Conditions:

- Air Defense Environment: N/A

Fog of War: Determined normally by reaction test rolls

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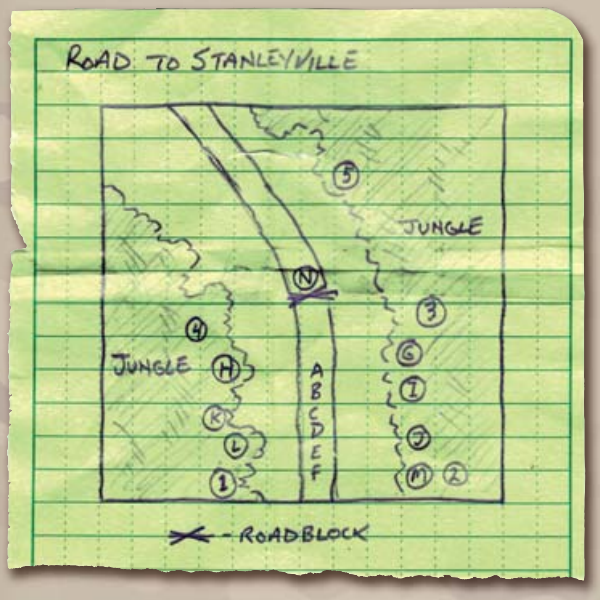

Table Size: 2' x 2' (15mm/20mm), 4' x 4' (20mm/28mm)

- A: Ferret Armored Car
- B: Truck w/Mercenary Squad
- C: Jeep
- D: Truck w/Mercenary Squad
- E: Truck w/Mercenary Squad
- F: Jeep
- G: Simba HMG team
- H: Simba AT team
- I–N: Simba Mobs
- 1–5: Insurgent Hot Spots

5 COMMANDO MISSION

Clear the roadblock and fight through the Simba ambush. You are already behind schedule, so hurry!

5 COMMANDO VICTORY POINTS

- Each Simba mob completely removed from the table due to casualties or morale failure: 2pts
- Suffer no KIA by end of turn 8: 5pts
- Each vehicle exiting north table edge via the roadway: 2pts
- Last mercenary unit or vehicle exits table by end of turn 5: 10pts
- Last mercenary unit or vehicle exits table by end of turn 6: 5pts

5 COMMANDO ORGANIZATION

Mercenary Basic Unit Characteristics
Initiative level: N/A
Confidence level: High
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10

1x Ferret Armored Car

1st Squad (Mounted in Bedford Truck)
1st Section
1x Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Mercenaries w/FN-FAL

2nd Section
1x Leader w/FN-FAL
3x Mercenaries w/FN-FAL

2nd Squad (Mounted in Bedford Truck)
1st Section
1x Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Mercenaries w/FN-FAL

2nd Section
1x Leader w/FN-FAL
3x Mercenaries w/FN-FAL

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3rd Squad (Mounted in Bedford Truck)
1st Section
1x Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Mercenaries w/FN-FAL

2nd Section
1x Leader w/FN-FAL
3x Mercenaries w/FN-FAL
Jeep w/twin FN-MAG
Jeep w/M2 .50 HMG

SIMBA MISSION

The White giants are coming, but you are ready for them! You have cut down trees to block the road and have your men waiting in ambush. Kill the enemy and destroy their trucks! You cannot allow them to reach Stanleyville!

Simba Victory Points

- Each Mercenary seriously wounded: 1pt
- Each Mercenary KIA: 2pts
- Each truck or jeep destroyed: 5pts
- There are still mercenary units or vehicles on the table at the end of turn 7: 5pts
- Destroy Ferret AC: 3pts

SIMBA ORGANIZATION

Simba Basic Unit Characteristics
Initiative Level: N/A
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D10

1x Witch Doctor w/palm leaves and magic monkey fur (TQ/Morale: D6/D12)

Simba Mob I
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob J
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob K
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob L
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob M
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob N
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba machinegun team (no Weapon Team bonus)
1x Gunner w/12.7 DShK (Hvy. AP:4/AT:1(L)
2x Simba w/Mixed weapons

Simba AT team (no Weapon Team bonus)
1x Gunner w/RPG-2 (Med. AP:2/AT:1(M)
1x Simba w/FN-FAL

SPECIAL RULES

THE ROADBLOCK

The roadblock prevents the movement of vehicles and counts as solid (2D) cover. A mercenary unit that begins its movement in contact with the roadblock may make a

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TQ test to remove it. If the test is successful, the roadblock is removed from the table. If the test is unsuccessful, the roadblock remains in place. A unit that attempts to remove the roadblock may not move or initiate fire on the turn it makes the attempt. It may, however, return fire in a round of shooting but does so at half firepower dice. Only two units may make an attempt to remove the roadblock per turn. (It is assumed that only a limited number of men can fit in the area at any one time)

TERRAIN

The jungle is counted as thick woods. No vehicles may enter the jungle at any speed and as per the usual rules for woods, Mercenary units may not move in the jungle at rapid speed. Simba mobs may move through the jungle at any speed.

SIMBA SPECIAL RULES

Due to their unique nature, the Simba are subject to the following special rules:

CALLOUS

Instead of making first aid checks, Simba units are subject to the *Callous* rule for irregular casualties.

FANATICS

Due to their unsubtle tactics (which usually means a massed charge at the closest enemy) Simba may not use out of contact movement.

MOBILE

Simba units may move at rapid speed through any terrain.

A NASTY COMBINATION

Due to their fanatical fervor, belief in their own invincibility, and the influence of drugs Simba units are subject to the rules for units fighting under the influence of strong stimulants.

POORLY ARMED

Most Simba are armed with pangas, spears, and other primitive weapons but each unit has a sprinkling of civilian guns, old bolt action rifles, and the occasional captured modern firearm. What they lacked in firepower, the Simba made up for in ferocity and willingness to close into close combat. Thus, Simba mobs (but not weapons teams) are always subject to the Outgunned rule. Furthermore, any time a Simba unit fires at a target outside of its optimum range, only half the figures in the unit, no matter what weapons the figures are depicted with, are counted for shooting purposes. Simba units in close combat are not counted as outgunned and count their normal number of firepower dice.

THE WITCH DOCTOR

Simba were strong believers in tribal magic, and on occasion had witch doctors accompanying them into battle. The witch doctor is a single model that counts as a positive leader. Any Simba unit that is within optimum range of the Witch Doctor model or has it attached may roll morale tests with his value (D12) instead of their own. The Witch Doctor model is considered to be unarmed and is not counted for shooting or close combat. The normal rules for randomizing hits on irregular units count for determining if the Witch Doctor becomes a casualty.

The Witch Doctor model starts attached to a unit chosen by the Simba player on turn one.

SIMBA REINFORCEMENTS

The Simba player receives reinforcements each turn automatically. Starting on turn two roll a single D6. On a roll of 1–4, the Simba player receives one ten figure Simba mob. On a roll of 5–6, the Simba player receives two such mobs. Reinforcements enter the table via Hot Spots noted on the map.

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HISTORICAL OUTCOME

The delays at the airfield had cost the Belgians precious minutes. Fortunately, the Simba were slow to act upon their murderous orders. The rounding up of the hostages and marching them to centralized locations took time, and in some cases individual Simba groups were confused as to their instructions. This delay, no doubt, saved many lives. Despite this fact, the first Belgian units sent to rescue the hostages arrived five minutes after the executions had begun.

Enraged by the sight of the massacre (30 of the hostages from the Victoria hotel were killed before the Belgians could intervene) the Para Commandos killed every Simba they could find, while others began to escort groups of hostages back to the airfield for evacuation.

At about 1100 the delayed column of Government troops and mercenaries finally arrived and joined in the hunt for Simba and remaining hostages. Through most of the day the rescuers cleared out remaining pockets of resistance and secured hostages that had not been moved with the initial groups and by late afternoon, most of the city was secure.

Operation *Dragon Rouge* was largely successful. Over 1500 Western hostages and several hundred Congolese were saved from the Simba and transported out of the city. Sadly, a total of 61 hostages were murdered by the Simba before they could be rescued. Despite this, the liberation of Stanleyville was the beginning of the end for the Simba. Although the rebellion continued for several months, by early 1965, government forces had stamped out the remaining pockets of resistance.

Note: The following scenario is representative of the action that took place during the clearing of the city in the afternoon. It is ideally played as a follow-on to one of the two previous *Dragon Rouge* scenarios. The attacking forces consist of either the Belgian Para Commandos from "Clearing the Stanleyville Airfield" or the mercenaries from "The Road to Stanleyville". If being played as a series, the attackers should retain any losses they sustained in the earlier scenario. Lightly wounded figures are ignored, but units that had figures with serious wounds or were killed in the previous scenario will be fielded minus those casualties. Likewise, mercenary vehicles that were destroyed or immobilized previously will not be available and any damaged vehicles will enter play still suffering the effects of the damage. Alternatively this scenario can be played as a stand-alone game. In this case, the attacking player simply chooses either the Belgian of Mercenary forces from the two previous scenarios and uses them as outlined in that section.

OPERATION *DRAGON ROUGE*, PART 3

Blood in the Streets, November 24, 1964

The roughly 1500 Western hostages held by the Simba were housed in several locations in Stanleyville, the largest groups being locked in the city's prison and in the Victoria Hotel. Soon after the first Belgian parachutes appeared over the city, the Simba began herding many of their hostages into the streets. The terrified hostages, who knew the Simba had threatened to kill them if an attempt to rescue them occurred were marched by their captors to a number of locations including the city park and a monument to the murdered Patrice Lumumba in the center of the city.

On the radio, a chilling order was heard: '*Ciyuga*! *Ciyuga*! Kill! Kill! Kill them all! Have no scruples! Men, women, children; kill them all!'

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SCENARIO INFORMATION

Duration of Game: 7 turns

Initiative: Asymmetric – Belgians or Mercenaries have initiative for the duration of the game

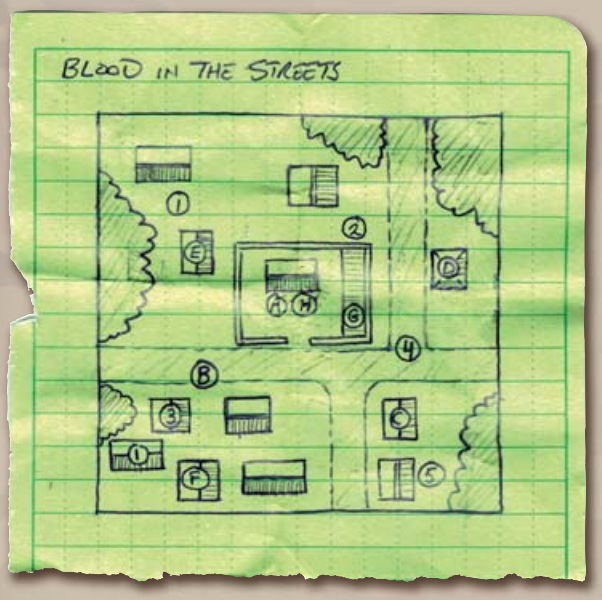
Special Conditions:

- Air Defense Environment: N/A
- All buildings are solid (2D) cover. The wall around the central compound (where the hostages are held) is low and provides solid cover but does not block line of sight.

Fog of War: Determined normally by reaction test rolls

Table Size: 2' x 2' (15mm/20mm), 4' x 4' (20mm/28mm)

- A–F: Starting locations of Simba mobs
- G: Simba HMG team
- H: Hostages
- I: Simba AT team
- 1–5: Insurgent Hot Spots
- Attacking forces enter from west table edge if Belgians, from South if Mercenaries



ATTACKER MISSION

Locate and rescue any remaining hostages in the city and kill any Simba you find!

ATTACKER VICTORY POINTS

- Each Simba mob completely removed from the table due to casualties or morale failure: 2pts
- Each Simba mob removed from play due to being destroyed in melee: 1pt (this is in addition to the previous amount)
- If all hostages rescued from their captors and are either escorted by a friendly unit or have been previously escorted off the table by turn 7: 10pts
- If the Simba manage to execute the hostages, the attacker loses 3pts for each hostage KIA, -2pts for each seriously wounded, and -1pt for each lightly wounded.

ATTACKER'S FORCES

The attacking force is drawn from either the Belgian Para Commandos or Mercenaries from the previous scenarios as noted above. All special rules outlined in those scenarios (for example the "Rules of Engagement" rule for the Belgians) for these forces apply. In addition the "Enraged" special rule noted below applies to all attacking units.

SIMBA MISSION

Hold off the enemy as long as you can. If the enemy gets too close you have orders to kill your hostages!

SIMBA VICTORY POINTS

- Each Attacker seriously wounded: 1pt
- Each Attacker KIA: 2pts
- Each truck or jeep destroyed: 5pts

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SIMBA FORCES

Simba Basic Unit Characteristics
Initiative Level: N/A
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D10

1x Witch Doctor w/palm leaves and magic monkey fur (TQ/Morale: D6/D12)

Simba Mob A
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob B
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob C
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob D
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob E
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba Mob F
1x Leader w/FN-FAL
9x Simba w/Mixed Weapons

Simba machinegun team (no Weapon Team bonus)
1x Gunner w/12.7 DShK (Hvy. AP:4/AT:1(L)
2x Simba w/Mixed weapons

Simba AT team (no Weapon Team bonus)
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
1x Simba w/FN-FAL

SPECIAL RULES

THE HOSTAGES

The hostages are represented by a group of five civilian figures. These are placed in the location noted on the map. The hostages are under control of a single Simba mob and treated as dependents. The mob guarding the hostages may not move, shoot, or release the hostages, but may respond to being fired upon as normal. Starting on turn three, or after being fired upon by the attackers, the escorting Simba unit may attempt to execute the hostages. To do so, roll a TQ test. If this test is unsuccessful, the Simba unit may not do anything else that turn and must test again the following turn. If successful, place the hostage figures face down on the spot as casualties. The escorting unit is then able to move and act as normal the following turn. If an attacking unit begins in contact with the executed hostages, roll a normal first aid check for each hostage. Killed and seriously wounded hostages are removed and any others are now considered to be dependents of the rescuing unit. Rescued hostages may be moved as normal and may be escorted off the board edge the attacking forces entered from.

ENRAGED UNITS

The attacking forces have seen the handiwork of the Simba up close and their blood is boiling. Attacking units that wish to assault a Simba unit

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automatically pass the morale test needed to close into close combat. Simba figures that would normally be taken prisoner in a melee are instead considered to be killed.

SIMBA SPECIAL RULES

Due to their unique nature, the Simba are subject to the following special rules:

POORLY ARMED

Most Simba are armed with pangas, spears, and other primitive weapons but each unit has a sprinkling of civilian guns, old bolt action rifles, and the occasional captured modern firearm. What they lacked in firepower, the Simba made up for in ferocity and willingness to close into close combat. Thus, Simba mobs (but not weapons teams) are always subject to the Outgunned rule. Furthermore, any time a Simba unit fires at a target outside of its optimum range, only half the figures in the unit, no matter what weapons the figures are depicted with, are counted for shooting purposes. Simba units in close combat are not counted as outgunned and count their normal number of firepower dice.

CALLOUS

Instead of making first aid checks, Simba units are subject to the *Callous* rule for irregular casualties.

FANATICS

Due to their unsubtle tactics (which usually means a massed charge at the closest enemy) Simba may not use out of contact movement.

MOBILE

Simba units may move at rapid speed through any terrain.

A NASTY COMBINATION

Due to their fanatical fervor, belief in their own invincibility, and the influence of drugs Simba units are subject to the rules for units fighting under the influence of strong stimulants.

THE WITCH DOCTOR

Simba were strong believers in tribal magic, and on occasion had witch doctors accompanying them into battle. The witch doctor is a single model that counts as a positive leader. Any Simba unit that is within optimum range of the Witch Doctor model or has it attached may roll morale tests with his value (D12) instead of their own. The Witch Doctor model is considered to be unarmed and is not counted for shooting or close combat. The normal rules for randomizing hits on irregular units count for determining if the Witch Doctor becomes a casualty.

The Witch Doctor model starts attached to a unit chosen by the Simba player on turn one.

SIMBA REINFORCEMENTS

The Simba player receives reinforcements each turn automatically. Starting on turn two roll a single D6. On a roll of 1–4, the Simba player receives one ten figure Simba mob. On a roll of 5–6, the Simba player receives two such mobs. Reinforcements enter the table via Hot Spots noted on the map.

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THE PORTUGUESE COLONIAL WARS

Portugal's involvement on the African continent predates even the Dutch settlements on the Cape. The first Portuguese settlements in southern Africa occurred in the late 15th century. These settlements would also be among the longest-lived as Portugal was the last of the major European powers to divest itself of its colonial possessions.

Africa under Portuguese rule was also unique in its very nature. Of all the European powers with colonies in Africa, the rule of the Portuguese was arguably the most benign. Conditions for the native population in Mozambique and Angola were quite good by the standards of colonial rule and blacks in these colonies enjoyed a degree of racial equality and representation in local government that was unprecedented on the continent. Despite this, however, the rising tide of African nationalism in the post World War II years was to come to the Portuguese colonies and eventually lead to war.

In both cases, the initial conflicts would occur in the early 1960s and continue until the end of Portuguese rule in 1974. The counter-insurgency military campaigns in the Portuguese colonies are important, because they became the testing ground for new tactics and weapons systems on both sides and set the precedent for future conflicts in the region.

In the case of insurgency movements, the pattern of creating bases in neighboring countries that were sympathetic to the cause (or at the least willing to turn a blind eye to it) was established by rebels in Angola who

Ambushes on convoys were a constant threat in Mozambique (photo: Brad Janicki, models: Liberation).

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There was no love lost between the African nationalist groups and open infighting was not uncommon (photo: Brad Janicki, models: Liberation).

would create bases in the Congo and Zambia. Likewise the anti-Portuguese insurgents were amongst the first to receive massive amounts of relatively modern weapons from friendly Communist states. Finally, the practice of indiscriminate planting of landmines on the country's road network in an effort to terrorize the civilian population was a product of Portugal's wars. These tactics would be seen again and again in future African wars, long after the last Portuguese soldiers departed.

Portuguese military response to the insurgent threat was decisive and would take inspiration from the examples of recent wars fought by the British and the United States in Kenya and Vietnam respectively. In Mozambique, for example, the Portuguese "protected villages" to safeguard the civilian population and to deny the insurgents a population that could conceal, support and supply them. This same measure had been used by both the British and Americans, and would be in a future conflict employed by the Rhodesians. The Portuguese also employed a sort of "hearts and minds" policy in Mozambique by building hospitals, roads, schools, and other infrastructure in an attempt to win the support of the local population. On a more aggressive note, the Portuguese military would develop and employ tactics that would become standard in counter-insurgency war. In many cases infantry units, often employing highly skilled local trackers, would attempt to locate insurgent groups which would then be destroyed using massive force, often by specialized elite units. The Portuguese would also use small elite formations that were transported into battle by Alouette III helicopters, a practice that would be honed into a lethal weapon: the Rhodesian Fireforce. Finally, the use of horse mounted Dragoon units to track and run down guerrillas would become the direct inspiration for Rhodesia's Grey's Scouts.

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The insurgency campaigns in the Portuguese colonies were of different character and as a result, the wars in Angola and Mozambique (despite their many similarities) would take a very different course. In Angola, Portuguese rule was contested by three separate Insurgent groups: The Movimento Popular de Libertação de Angola (MPLA) which received support and weapons from the Soviet Union and other Warsaw Pact states, the Frente Nacional de Libertação de Angola (FNLA), which enjoyed US backing, and after 1966 União Nacional para a Independência Total de Angola (UNITA) which was formed after a split within the FNLA. Although all three groups shared the common goal of an independent Angola, their ideology, external backers, and methods differed. This resulted in the inability of the insurgent groups to act in concert in an effective manner. As a result of this lack of unity the Angolan Insurgency never really achieved the success that movements in other regions enjoyed. Worse yet, the groups had no love for each other, which led to violent in-fighting.

The Portuguese were able to capitalize on the lack of unity amongst their enemies and as a result were able to defeat them in detail on many occasions. By the early 1970s, the insurgency in Angola was scattered, to a large degree neutralized, and could truly BE said to be on its last legs. Despite this, internal political events in Portugal would render the military successes meaningless.

In contrast, the war in Mozambique fought by The Frente de Libertação de Moçambique (FRELIMO) was far more successful. The Soviet-backed FRELIMO had its bases in Zambia and Tanzania, and being more unified than the Angolan resistance would be capable of mounting a successful war of attrition against Portuguese forces.

FRELIMO in action (photo: Brad Janicki, models: Liberation).

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FRELIMO guerrillas sought to demoralize the civilian population through atrocity and road mining (much akin to the activities of the Rhodesian insurgent groups the following decade) and nibbled away at the Portuguese force through hit and run attacks, all the while avoiding major confrontations with regular forces in which they were likely to be destroyed. Despite employing large numbers of troops, heavy firepower, and well-developed counter-insurgency tactics, the Portuguese were never able to subdue FRELIMO. In the end, it didn't matter of course.

In 1974 a leftist coup resulted in a change in government in Lisbon, and with it a change in attitude toward the desirability of holding on to Portugal's colonial possessions and the cost of fighting the wars to retain them. The new government quickly divested itself of all of its colonial possessions and by the middle of 1975 both Angola and Mozambique were independent nations. The haste with which independence was granted worked to the detriment of both of the new countries. Both came under control of Marxist governments in short order. Worse yet, the three competing groups in Angola would plunge that unfortunate country into a civil war that would last for another thirty years and Mozambique would follow shortly afterward with its own civil war that would not end until 1992.

The human cost of Portugal's wars was massive. The combined death toll for both wars was around 70,000. If combined with the deaths caused by the two civil wars in the post-colonial years this number reaches into the millions. Portugal's wars would also enable other conflicts. Just as the insurgents in Angola and Mozambique would benefit from support from and bases in neighboring countries, the new countries they inherited would come to provide support for further insurgencies in Southwest Africa and Rhodesia.

Portugal's wars are historically important, interesting, and provide much scope for scenario design to the wargamer. Much of the fighting took the form of classic asymmetrical engagements and the varied nature of the troops involved and the various warring factions give the gamer a lot of scope for individuality in building his forces.

VILLA TEIXEIRA, APRIL 1961

Until February 1961, life in the province of Angola was quiet and cheerful, with Portuguese colonists enjoying a standard of living far superior to that of their compatriots in Europe. The complacent atmosphere among the émigrés compounded the shock of the attacks on February 4th, in which members of the African Populations Movement (UPA) raided farms, plantations, and police stations north of Luanda, massacring mostly ethnic African workers. Despite being caught unprepared, the local police quickly reorganized to hunt down the culprits behind the raid, an effort that would eventually result in the death of seven police officers.

The shockwave generated by these attacks spurred local governments to reinforce patrols and request emergency aid from Portugal. Unfortunately, the Portuguese dictator, Antonio de Oiveira Salazar, was having problems of his own; an unsuccessful coup d'état by elements of his military required putting down, which delayed the arrival of Portuguese regulars in Angola.

On 15 March, the UPA staged another wide-ranging campaign of massacre, this time targeting Portuguese farmers and their families as well as their African laborers. Many white farmers were forced to flee with their families to Luanda, while others armed themselves and made efforts to organize citizen's militias to defend their land from the UPA. These militia groups sometimes received covert or even open support from local authorities.

Despite the efforts of the police, armed citizenry, and militia, the attacks continued. A small group of Portuguese paratroopers arrived in Luanda, specifically

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tasked with defending the city and organizing and executing demonstrations of force.

For the first half of April, insurgent attacks were centered on the Uige province, in the north, near the frontier with Zaire. The UPA maintained training bases within Zaire and infiltrated small groups into Angola to attack farms. These raids met with mixed results, but inflicted thirteen casualties on the European population.

This scenario, while hypothetical, is firmly based on events that occurred between 10 and 13 April, 1961, in far northern Angola, just north of the provincial capital of Uige, where some farmers chose to stay and fight rather than evacuate their lands.

The military would regain control of the situation by May and the mostly ethnic based conflict with the UPA would come to an end. Another type of war would ultimately develop, however, which would only end in 1974.

SCENARIO INFORMATION

Duration of Game: 6 turns

Initiative: Kinetic – UPA for first 3 turns. Test for initiative on subsequent turns. If the police detachment arrives, they automatically seize initiative.

Special Conditions:

- Air Defense Environment: N/A
- Game starts at dusk. Night Fighting rules are in effect from turn 5 forward, when night falls.
- Several lampposts stand around the central house and the gate. These illuminate a radius of 4" unless destroyed. A unit within Optimum Range of a light post can destroy it by spending their activation shooting at it. They cannot perform any other actions during that activation.
- The UPA Gangs have 5 Hot Spots to set up, and they must be placed on the borders of the table. No Hot Spot may be placed within 6" of another.
- Both sides are poorly trained. No Overwatch is allowed.
- The main buildings of the villa are well constructed. Consider them as Strong Buildings (9D8).
- Main buildings have been reinforced, giving Improved Cover (+2 Defense) to any units inside and targeted from outside.
- Surrounding wall is high (3 meters) so mostly impossible to climb from outside, except where it seems to have partially crumbled. It is also quite solid and in good shape (Strong Building, 9D8).
- All UPA Gangs are considered as Outgunned.
- UPA Gangs are subject to Shrinkage.
- UPA casualties do not use the standard First Aid tables. Instead, roll 1D6 for each casualty. On a roll of 6, they are OK and return to play. On any other roll they are removed from play.

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Fog of War: Determined normally by reaction test rolls
Table Size: 3'x 3' (15mm/20mm), 4' x 4' (20mm/28mm)

- 1: Family Teixeira household and GNR elements start inside Villa Teixeira
- 2: UPA bands start outside the walls

EUROPEAN MISSION

The news stories were right! Black bandits are attacking the villa, intent on massacre and rape! Fortunately the police are here to help, but in the end the defense of your family falls on you! Surrender is not an option!

European Victory Points

- Per European that survives (light wound or less): 5pts

EUROPEAN FORCES

Basic European Unit Characteristics
Initiative Level: D8
Confidence Level: High (they know death is awaiting them if they fail)
Type: Irregular
Supply Level: Normal
Stress Level: 1 at start
Body Armor: N/A
Troop Quality/Morale: varies, see below

Elements from Villa Teixeira household

Family Men all have some hunter skills, but no military training. The workers' group is made up of the few ethnic African workers that didn't run away. They know if the UPA catches them they will murder them and their families due to ethnic differences. There are a few local policemen (GNR – mostly Africans, with a white leader) that ended up in the Villa, but they have little military training. There are also women and children; the rest of the family, and some household members – in all 5 daughters of Patron Teixeira (4 of them married), 2 African maids, and 3 children under 5 years of age. All of the last are considered Dependents, but some of them will have Advanced First Aid knowledge (2 of them were nurses before marriage), so if in contact with any casualty they permit a roll on the Advanced First Aid Table.

Note: Always consider the figure leading each group as having leader capacity, for game terms.

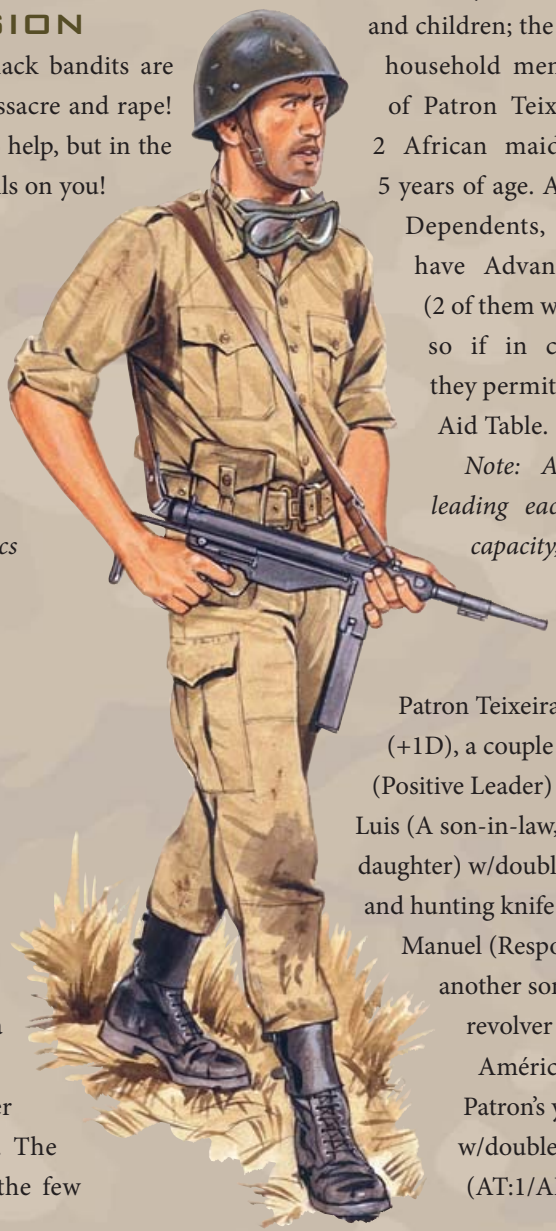
Family Men (TQ/Morale: D6/D10)

Patron Teixeira, w/scoped hunting rifle (+1D), a couple of pistols, and hunting knife (Positive Leader)

Luis (A son-in-law, married to Teixeira's oldest daughter) w/double-barrel shotgun, revolver and hunting knife

Manuel (Responsible for the local shop, another son-in-law) w/bolt-action rifle, revolver and hunting knife

Américo (Married to the Patron's younger daughter, Luisa) w/double-barrel elephant gun (AT:1/AP:0(L) and hunting knife



PORTUGUESE INFANTRYMAN, 1961

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Workers group (TQ/Morale: D6/D8)
Chico (the foremen of Teixeira) w/shotgun and machete
5x Africans w/shotguns and machetes

GNR group (TQ/Morale: D6/D6)
Cabo Antunes w/bolt-action rifle (a Mauser 98) and Walther PPK
4x Local GNR w/bolt-action rifles

European Assets
Local Police squad (TQ/Morale: D6/D8)
1 x Commander w/pistol & bolt-action rifle
6 x Policemen w/bolt-action rifle

UPA Gang Mission

Revenge! Finally freedom has come! The UPA insurrection will end colonial control of Angola. It is time to kill the traitors who work with the white colonialists! We are unstoppable! Our witch doctors have given us some powerful fetishes to protect us from the bullets. Our time has come! Kill everyone in the mansion.

UPA Gang Victory Points

- Per European killed: 5pts
- Per African assisting Europeans killed: 2pts

UPA Gang Forces

Basic UPA Unit Characteristics
Initiative Level: D6
Confidence Level: Confident
Type: Irregulars
Supply Level: Poor (only firearm-equipped elements)
Body Armor: N/A
Troop Quality/Morale: D6/D8 unless noted

Gang 1
1x Leader w/pistol and machete
6x UPA Insurgents w/clubs, machetes, and knives (close combat only)

Gang 2
7x UPA Insurgents w/throwing spears
Note: Throwing distance for spears equals element TQ in inches; due to the weapons used count the number of figures involved, and halve the number of attack dice (example: 5 figures throwing spears, roll 3 dice (5/2=2.5, rounding up)

Gang 3
1x Leader w/pistol and machete
5x UPA Insurgents w/smooth-bore and muzzle-loading rifles (*Canhambucos*)
Note: Elements with old weapons use normal ranges, but cut their firepower in half, rounded up

Gang 4
8x Africans w/clubs, machetes, spears and knives (close combat only) (TQ/Morale: D6/D6)

Gang 5
1x Leader w/pistol and machete
6x UPA Insurgents w/throwing spears (TQ/Morale: D6/D6)
Note: Throwing distance for spears equals element TQ in inches; due to the weapons used count the number of figures involved, and halve the number of attack dice (example: 5 figures throwing spears, roll 3 dice (5/2=2.5, rounding up)

Gang 6
1x Leader w/pistol and machete
4x UPA Insurgents w/bolt-action rifles (TQ/Morale: D6/D6)

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SPECIAL RULES

UPA REINFORCEMENTS

On turn 3 and every turn thereafter, reinforcements automatically arrive for the UPA Gangs. Dice for Hot Spot locations. All reinforcements have TQ/Morale: D6/D6

D10 Roll	Reinforcements Received
1	1D6 UPA Insurgents w/close combat weapons
2	1D6+1 UPA Insurgents w/close combat weapons
3	1D6 UPA Insurgents w/throwing spears
4	1D6+1 UPA Insurgents w/throwing spears
5	1D6 UPA Insurgents w/smooth bore muzzle-loader
6	1D6+1 UPA Insurgents w/smooth bore muzzle loader
7	Leader (w/pistol), 1D6+1 UPA Insurgents w/close combat weapons
8	Leader (w/pistol), 1D6+1 UPA Insurgents w/throwing spears
9	Leader (w/pistol), 1D6+1 UPA Insurgents w/smooth bore muzzle-loaders
10	Leader (w/pistol), 1D6 UPA Insurgents w/bolt-action rifle

AFTER BIG FISH, NOVEMBER 1968

From the beginning of the Mozambique insurgency (1963–64), Lake Niassa (now known as Lake Malawi) served as a vital entry point for FRELIMO (Mozambique Liberation Movement) fighters entering the country from government-sponsored training bases in Tanzania and Zambia. The progress of the war, hampered by the incapacity of Portuguese military leaders to grasp the dynamics of FRELIMO and their safe havens, led the Portuguese to be rather slack in their efforts to mount serious operations in the area.

Until 1967, Portugal relied on a couple of small "Bellatrix" class vessels on the lake, very similar in nature to the famous World War II "Vosper" class boats, minus torpedoes, to patrol and check enemy movement on the lake – an impossible task given the size of the lake.

A new concept was developed in 1968 which relied on Special Operations Groups (mostly Commandos and DFE troops trained in Ranger and SEAL type operations) to detect, hit, and destroy FRELIMO groups *before* they entered Mozambique. Covert missions were prepared which involved actions in Tanzania and Zambia – operations which even now Portugal will not officially acknowledge.

Under increasing military pressure, FRELIMO was forced to relocate their training bases and weapon caches. They also had to adopt a new approach to the insurgency, and began staging actions in the Tete province in eastern Mozambique, an area of operations that required passage across the neutral Malawi territory, which they were able to secure.

While some sectors of the Malawi population and government secretly supported FRELIMO actions, others

HISTORICAL OUTCOME

On this particular mission, everything went smoothly. DFE teams infiltrated the village and began to search for the FRELIMO leader. The leader's armed escort engaged the DFE operators, but their fire was ineffective due to the darkness of the night. The DFE, on the other hand, were well trained in night operations and soon picked off at least a dozen FRELIMO fighters. The rest of the insurgents slipped into the jungle to escape.

The captured FRELIMO leader proved to be none other than Nito Zeca, the overall Political Commissar for all troops in Malawi and one of the top twenty leaders of the rebel organization.

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saw it as a threat to their neutral position with the bordering states of Rhodesia and Mozambique, nations whose good will and trade were required to maintain their economic stability. As a result, information on FRELIMO usage of the Malawi routes was passed on to Portugal's PIDE/DGS, who in turn delivered it to the Portuguese military.

In late 1968, PIDE/DGS passed on intelligence indicating that a high level FRELIMO dignitary was traveling along the Malawi shore of Lake Niassa. It was believed that he carried important documents, including a list of hidden agents in Mozambique's local administrations. DFE 8 was activated and briefed on a mission to capture this high value target.

The target was located on an island within Malawi territory, so DFE 8 was accompanied on the mission by two prominent Malawi police officials. These men also knew the exact location of the target. Due to political and operational considerations, the mission was planned as a night operation.

The DFEs, twenty-eight operators in all, traveled in one of the Bellatrix motor boats until they crossed the demarcation line in Lake Niassa. Then they switched to Zebros inflated boats – boats similar to the Zodiac – and silently paddled to the far shore of the Malawi island.

Once ashore, two teams of roughly ten men each created a defensive perimeter around the landing site while the rest made contact with the Malawi policemen who guided them to an area near the village sheltering the FRELIMO dignitary. Finding the area quiet, three teams stealthily penetrated the jungle ringing the village while a fourth provided security.

This scenario is only possible thanks to the testimony of the son of one of the DFE operators who passed the information on along with the operational roster. This type of operation became more common from 1970 until 1973, when, under the weight of these types of direct actions, the advance of FRELIMO was brought to a halt until the independence of 1975.

Portuguese *cabo*, Caçadores, 1961

SCENARIO INFORMATION

Duration of Game: 8 turns

Initiative: Kinetic – DFE 8 has Initiative until the 5th turn of the game, test thereafter.

Special Conditions:

- Air Defense Environment: N/A.
- Use night rules. Neither side has night vision gear.
- The FRELIMO player(s) has 5 Hot Spots that must be set as per the main rules, on the borders of the village.
- All buildings are Shoddy (3D6 Building Strength Dice), but consider the Shop and Police station as reinforced (+1D6).
- Buildings give Hard Cover (+1 Defense).
- Rules of Engagement towards civilians are in effect for DFE 8.
- Consider the jungle as Heavy Foliage Cover.

Fog of War: Determined normally by reaction test rolls

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Table Size: 2'x 2' (15mm/20mm), 4' x 4' (20mm/28mm)

- P: Police Station
- S: Village Shop
- 1: Roll to determine the location of the FRELIMO POI and each escort team:

Die Roll	Location
1	The Police Station
2	The Shop
3–4	In any shanty or hut directly around the Shop
5–6	In any shanty or hut directly around the Police Station

One of the escort teams may be set in patrol around the village. If so, the a path and timetables for the patrol must be established.

- 2: DFE 8 Teams enter via any jungle path.

DFE 8 MISSION

According to information gathered by the PIDE, a high-level dignitary from FRELIMO is in hiding on one of the islands of Lake Niassa. DFE 8's mission is to capture him alive in order to gather information. The island is located in the territory of Malawi, and two prominent police officials of that country will accompany the DFE's teams. The officials know the exact location of our target. Since it is usual for the presence of our troops in that area to purchase groceries, we do not expect a swift response by the FRELIMO escort. Still, to negate any chance of alarm, this will be a night operation. Harm to civilians should be avoided at all costs during this mission.

DFE 8 VICTORY POINTS

- FRELIMO dignitary captured alive: 15pts
- FRELIMO dignitary KIA: 10pts
- Per Civilian KIA or seriously wounded by DFE 8 fire: -2pts

DFE 8 FORCES

DFE 8 Basic attributes
Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D10/D10

DFE 8 Assets
Commander Pereira Bastos w/M1 carbine (may be attached to any team)

Team Alpha
1x FTL w/small arms (G3 or AK47)
1x Gunner w/MG42 (Med. AP:2/AT:0)
1x Rifleman w/small arms (G3 or AK47) and Radio
3x Gunner w/small arms (G3 or AK47)

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Team Beta
1x FTL w/small arms (G3 or AK47)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
3x Rifleman w/small arms (G3 or AK47)

Team Charlie
1x FTL w/small arms (G3 or AK47)
1x Gunner w/HK-21 (Med. AP:2/AT:0)
3x Rifleman w/small arms (G3 or AK47)

Team Delta
1x FTL w/small arms (G3 or AK47)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1)
3x Rifleman w/small arms (G3 or AK47)

Malawi Policemen (TQ/Morale: D6/D6)
1x Leader w/pistol
1x Policemen w/pistol
Note: These will only observe. They will not fight unless directly attacked

FRELIMO MISSION

The Portuguese troops, constantly plagued by the incursions of our victorious combat units, is preparing an action somewhere in this province. We suspect that the target is the Frunze's base, which has caused many problems. Comrade Commissar Nito Zeca is to coordinate our efforts to open up a diversionary front in Niassa, and your mission is to give him protection and prevent any possible sleight of hand by the Portuguese troops. In addition to the house of Comrade Nito, we have at our disposal two houses of sympathetic comrades, which we may use in case of trouble. As always, you may not risk the lives of civilians.

FRELIMO VICTORY POINTS

- Per DFE element KIA or seriously wounded: 5pts
- Per Civilian KIA or seriously wounded by FRELIMO fire: -2pts

FRELIMO FORCES

FRELIMO Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: Varies, see below.

FRELIMO Escort Group
Commissar Nito Zeca w/PPSh (TQ/Morale: D6/D10)
1st Team (TQ/Morale: D8/D8)
1x Leader w/SMG (PPSh)
5x Rifleman w/small arms (SKS or AK)

2nd Team (TQ/Morale: D8/D8)
1x Leader w/small arms: (SKS or AK)
4x Rifleman w/small arms (SKS or AK)
1x Gunner w/DPM (Lt. AP:1/AT:0)

3rd Team (TQ/Morale: D8/D10)
1x Leader w/SMG (PPSh)
5x Rifleman w/small arms (SKS or AK)

4th Team (TQ/Morale: D6/D8)
1x Leader w/small arms (SKS or AK)
4x Rifleman w/small arms (SKS or AK)
1x Gunner w/DPM (Lt. AP:1/AT:0)

SPECIAL RULES

FRELIMO REINFORCEMENTS

Once fire has been exchanged between the two forces, FRELIMO reinforcements will begin arriving. The first

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wave of reinforcements will arrive on the turn after fire was first exchanged and reinforcements will continue to arrive at the beginning of each turn for the duration of the game. These reinforcements are local comrades of the FRELIMO fighters. Each time a Reinforcement unit arrives, roll their Initiative/TQ. If a 4+ is rolled for the unit, it appears at one of the Hot Spots as usual. If anything else is rolled, the unit changes its mind about entering the fight and vanishes back into the jungle. Dice for Hot Spot location as per the main rules. All reinforcements have TQ /Morale: D6/D6.

D10 Roll	Reinforcements Received
1	1D6 Insurgents w/bolt-action rifles
2	1D6+1 Insurgents w/bolt-action rifles
3	1D6 Insurgents w/SKS
4	1D6+1 Insurgents w/SKS
5	1D6 Insurgents w/AK
6	1D6+1 Insurgents w/AK
7	1D6+2 Insurgents w/bolt-action rifles
8	1D6+3 Insurgents w/bolt-action rifles
9	1D6+2 Insurgents w/SKS
10	1D6+2 Insurgents w/AK

TRICK OF A TAIL, NOVEMBER, 1972

Guine (now Guine-Bissau) was one of the worst places on earth for a Portuguese soldier: a backwater colonial province with no decent infrastructure and, worse, a place where the mosquito-filled rivers and waterways dominated the landscape.

The Guine conflict was doomed from the start, mostly due to a lack of resources and military vision by the Portuguese leadership, which was more apt to stage large, purely military operations that, in the end, only managed to inflict minimum casualties to the guerrilla without gaining control over the territory. This failure of vision permitted the slow, steady development of a well-trained and efficient guerrilla/freedom fighter movement: the PAIGC.

Only after the arrival of General António de Spinola in 1968 did the Portuguese make any real effort to turn the tide of what was, by then, a lost situation. Soon, as in Angola and later Mozambique, the military leadership came to understand that a full military solution was impossible. The conflict was rooted in a political problem, so the military could only create the conditions to control and contain the guerrilla actions, thus giving valuable time for a political solution that might force the liberation movements into an agreement.

Spinola's plans embraced a "hearts and minds" approach towards the population, while special unit actions were launched to capture or otherwise weaken guerrilla leadership and deliver coup-de-main actions against the guerrilla forces outside Guine. These efforts met with mixed results.

Amazingly, these actions were recognized as effective by some, namely inside the PIDE/DGS (the regime political police tasked with gathering information and delivering counter-information.) PIDE/DGS leant their technical and intelligence support to aid the military effort driven by Spinola.

By 1972, PIDE/DGS already had a network of informers inside the PAIGC, which managed to pass precious intel about the group's actions and objectives, despite the hit and miss success rate of the resulting military actions. Eventually, information arrived at the Portuguese HQ in Bissau that the main military PAIGC leader – Nino Vieira – was to travel from Guine-Konacri into the south of Guine, in the river Cacine/Gadamael area, to reorganize the operations there.

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Acting on this information, a special operation was initiated which involved elements drawn mainly from the Portuguese Marine Force: Fusiliers (Portugal's Marine Force, Fuso for short), and LDM (landing crafts) from the Marine Riverine force, disguised as a normal patrol. The objective of the operation was to snatch Nino, with the support of a Commando unit infiltrated from the rear. The Portuguese seriously believed that if they managed to remove Nino from PAIGC military planning, they would effectively maim PAIGC operational actions.

Unfortunately, the PIDE/DGS informer was a double-agent (he would become one of the Guine Secret Service's administrators after Nino's coup-d'état in 1980) and the information he provided was a decoy to attract important Portuguese resources into a trap with the aim of seriously damaging Portugal's future offensive actions. The trap was orchestrated to coincide with a PAIGC international announcement which claimed the liberation of parts of Guine and the constitution of local governments in those areas.

As fortune would have it, however, the Portuguese postponed the operation as developing intelligence indicated that the PAIGC was in possession of surface-to-air missile (a SAM-7 Grail/Strella) that made the operation too risky.

The scenario below is hypothetical, but heavily based on known actions by the Riverine Portuguese forces in the region, many of them simple patrols and others aimed at catching the elusive PAIGC fighters in the area's notoriously difficult terrain.

To reflect the original plans for the operation, this scenario is presented in two parts, which combine to form a "mini-campaign."

OPERATION *FOX*

SCENARIO INFORMATION

Duration of Game: 7 turns + roll for additional 1D6 turns at the end of turn 7.

Initiative: Kinetic – Portuguese has Initiative until the 4th turn of the game. Test for initiative on subsequent turns.

Special Conditions:

- All building structures are Shoddy (3D6 Building Strength Dice), consider the Shop and Police station as reinforced (+1D6.).
- Buildings give Hard Cover (+1 Defense).
- Consider the jungle as Heavy Foliage Cover.
- Boats are limited to tactical speed. Use Boat Rules as per *Ambush Valley* p.25–29.
- Up to 50% of the elements inside a LDM could fire to the exterior.
- Cover inside LDM, as per cover inside an APC.
- PAIGC units are Hidden and in Ambush.
- At least one PAIGC unit must be in the village.
- Air Defense Environment: Light.

Fog of War: Determined normally by reaction test rolls.

Special Assets:

- Portuguese: FIAT G-91 (Use stats for Generic Fixed Wing Gunship, with Strafe attack and Bombing Attack of a Fast Burner in the *Force on Force* core rules).

Table Size: 3' x 2' (15mm/20mm), 6' x 4' (20mm/28mm)

- 1: Portuguese Riverine Force starts on river as indicated.
- 2: PAIGC teams set up in the designated areas and are Hidden.

PORTUGUESE MISSION

According to information gathered by the PIDE, Nino Vieira (responsible for all Military Actions of PAIGC)

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will be in the Gadamael-Guileje sector to organize the fighting in the region and deny the Cacine River to our troops. Our mission will develop in two phases: patrol the river near Gadamael and contact a local informant who will give info on the Nino's exact location. Protect and deliver the Fuso/Marines to Gadamael in a combat effective state!

PORTUGUESE VICTORY POINTS

- Per Team of Fuso/Marines with 75% or more of their strength delivered safely to the village: 5pts

PORTUGUESE FORCES

Portuguese Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10 unless noted

1x LDM
1x LDG
Player(s) must distribute Fusiliers elements on the LDM & LDG

Elements from Companhia de Fusileiros Nº 8
Fusos Platoon HQ
1x Lieutenant w/small arms (G3)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
3x Rifleman w/small arms (G3) and radio

Fusos 1st Squad MG Team
1x TL w/small arms (G3)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
1x Gunner with MG42 (Med. AP:2/AT:0)
2x Rifleman w/small arms (G3)

Fusos 1st Squad Maneuver Team
1x ATL w/small arms (G3)
1x Gunner w/OGMA 37mm SNEB Rocket Launcher (Med. AP:2/AT:1)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
2x Rifleman w/small arms (G3)

Fusos 2nd Squad MG Team
1x TL w/small arms (G3)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
1x Gunner with MG42 (Med. AP:2/AT:0)
2x Rifleman w/small arms (G3)

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Warrant officer, Portuguese paratroops, 1974

Fusos 2nd Squad Maneuver Team
1x ATL w/small arms (G3)
1x Gunner w/OGMA 37mm SNEB Rocket Launcher (Med. AP:2/AT:1)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
2x Rifleman w/small arms (G3)

Fusos 3rd Squad MG Team
1x TL w/small arms (G3)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
1x Gunner with MG42 (Med. AP:2/AT:0)
2x Rifleman w/small arms (G3)

Fusos 3rd Squad Maneuver Team
1x ATL w/small arms (G3)
1x Gunner w/OGMA 37mm SNEB Rocket Launcher (Med. AP:2/AT:1)
1x Gunner w/G3 with Grenade launcher (Lt. AP:1/AT:0)
2x Rifleman w/small arms (G3)

PAIGC MISSION

Our leaders managed to lure the Troop into a trap. We need to beat them badly, because soon we will present the international media our declaration of Independence and proof that we control vast areas of our beloved Guine. The Riverine forces are approaching, so you must ambush them, and do the maximum damage to them. With you to record your bravery is a team from Sweden National Television. You also have a new wonder weapon, a Ground-Air portable missile "Strella!" Use it wisely.

Don't fail us! Prove our struggle is the right one with an overwhelming victory over the imperialists!

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PAIGC VICTORY POINTS

- For any Portuguese team below 50% strength: 5pts
- Per LDM/LDG out of service and/or incapable of disembarking their cargo: 5pts
- If the Portuguese Aircraft is Shot Down: 25pts

PAIGC FORCES

Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: Varies, see below.

Elements from 25th Revolutionary Brigade (PAIGC)

1st Group (TQ/Morale: D8/D8)
1x Leader w/SMG (PPSh)
5x Rifleman w/small arms (SKS or AK)
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)

2nd Group (TQ/Morale: D8/D8)
1x TL w/small arms (SKS or AK)
4x Rifleman w/small arms (SKS or AK)
1x Gunner w/DPM (Lt. AP:1/AT:0)
1x Gunner w/SAM-7 "Strella"

3rd Group (TQ/Morale: D8/D10)
1x TL w/SMG (PPSh)
1x SPG-9 RR (Hvy. AP:4/AT:3(M)
4x Crewmen w/small arms (SKS)

4th Group (TQ/Morale: D6/D8)
1x TL w/small arms (SKS or AK)
4x Rifleman w/small arms (SKS or AK)
1x Gunner w/RPD (Lt. AP:1/AT:0)

5th Group (TQ/Morale: D6/D8)
1x TL w/small arms (SKS or AK)
1x DShK HMG w/2 crewmen (SKS) (Hvy. AP:3/AT:1(L)
2x Rifleman w/small arms (SKS or AK)

SPECIAL RULES

VEHICLES

Name	Class	Movement	Firepower	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Notes
LDM	H	6"/12" per turn	2x MG42 (Med. AP: 2/AT:0)	3D10	2D10	3D10	1D10	4	Could carry up to 20 soldiers. *Unsinkable*: All damage rolls suffer a -1 to represent the boat's resilience to attacks.
LDG	H	6"/12" per turn	2x MG42 (Med. AP:2/AT:0) 20mm (AP:4/AT:2(L) 270° Arc of Fire)	3D10	2D10	3D10	1D10	4–5	Could carry up to 30 soldiers. *Unsinkable*: All damage rolls suffer a -1 to represent the boat's resilience to attacks.

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THE FOX'S DEN

SCENARIO INFORMATION

Duration of Game: 8 turns + roll for 1D6 additional turns at the end of turn 8.

Initiative: Kinetic – Portuguese have initiative through turn 5, test thereafter.

Special Conditions:

- PAIGC player(s) have 5 Hot Spots set up as per main rules on the borders of the village or edge of the Jungle
- All buildings structure is Shoddy (3D6 Building Strength Dice), consider the Shop and Police station as reinforced (+1D6)
- Buildings give Hard Cover (+1 Defense)
- Consider the jungle as Heavy Foliage Cover
- PAIGC units are Hidden and in Ambush
- Portuguese forces are Stealthy and have a local tracker (Indigenous Scout)
- Air Defense Environment: Light

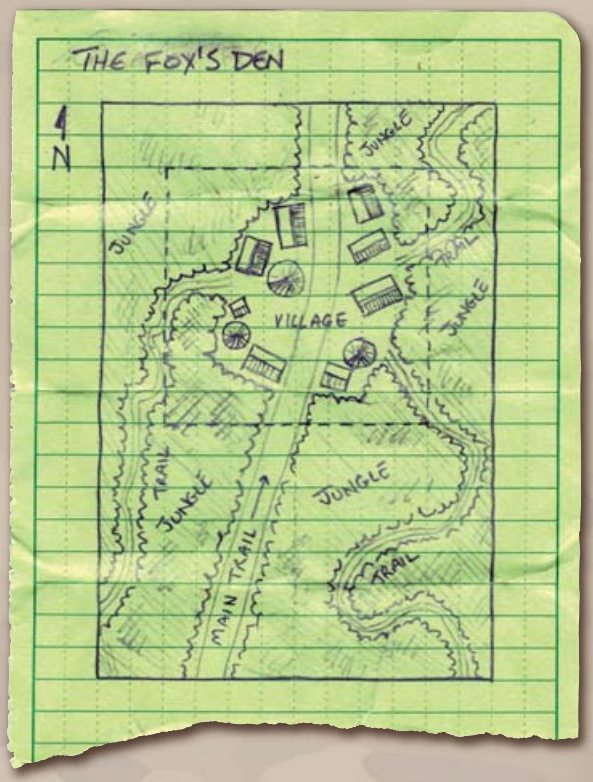
Fog of War: Determined normally by reaction test rolls

Special Assets: Determined by reaction tests

- Portuguese: FIAT G-91 (Use stats for Generic Fixed Wing Gunship, with Strafe attack and Bombing Attack of a Fast Burner in the *Force on Force* core rules)

Table Size: 3' x 4.5' (15mm/20mm), 6' x 9' (20mm/28mm)

- The playing area represents a jungle & mangrove area crossed by small paths converging on a small settlement of huts and shanties believed to be Nino's hideout.
- 1: The PAIGC units occupy the village and surroundings, as per Map, with at least 50% of the units in village houses or around them
- 2: Portuguese Marine Teams enter on any jungle trail.



PORTUGUESE MISSION

It seems that everything is running amok on this mission. You have been ambushed on the river, but Command still thinks this isn't a trap and insists you press on to grab that Nino guy. This is definitely "*uma puta de missão!*" At least you have handpicked troops and were able to get a local tracker to lend a hand. It seems that he supports Spinola, so at least you have that going for you. Now you have just some fetid jungle, a lousy jungle track, and lots of mosquitoes to endure before you get into the village and clear it of enemy elements. Something tells you that some sort of ambush is waiting you in that damned village.

PORTUGUESE VICTORY POINTS

- If any PAIGC team below 50% strength: 2pts
- Per PAIGC fighter POW: 5pts

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Angolan MPLA guerrilla, 1970

PORTUGUESE FORCES

Portuguese Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D8 (Your men now believe this is a suicide mission.)

Include any element of the Fusos from the Operation Fox *scenario that was not KIA or Seriously Wounded*

PAIGC MISSION

The Portuguese troops managed to escape our ambush at Gadamael! Now it's time for us to deliver the final blow! We must defeat the Portuguese and capture some of them alive to show to the International Media that we effectively control this country.

PAIGC VICTORY POINTS

- Per Portuguese soldier KIA or seriously wounded: 5pts
- Per Portuguese soldier POW: 15pts

PAIGC FORCES

PAIGC Basic Attributes
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: Varies, see below.

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Elements from 25th Revolutionary Brigade (PAIGC)

1st Group (TQ/Morale D8/D8)
1x Leader w/small arms (SKS or AK)
4x Rifleman w/small arms (SKS or AK)
1x Gunner w/RPD (Lt. AP:1/AT:0)

2nd Group (TQ/Morale D8/D8)
1x Leader w/small arms (SKS or AK)
1x DShK HMG w/2 crewmen (SKS) (Hvy. AP:3/AT:1(L)
2x Rifleman w/small arms (SKS or AK)

3rd Group (TQ/Morale D8/D10)
1x Leader w/small arms (SKS or AK)
4x Rifleman w/small arms (SKS or AK)
1x Gunner w/DPM (Lt. AP:1/AT:0)
1x Gunner w/SAM-7 "Strella"

4th Group (TQ/Morale D6/D8)
1x Leader w/SMG (PPSh)
5x Rifleman w/small arms (SKS or AK)
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)

5th Group (TQ/Morale D6/D8)
1x Leader w/SMG (PPSh)
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
4x Riflemen w/small arms (SKS or AK)

SPECIAL RULES

PAIGC REINFORCEMENTS

As soon as gunfire starts, or from 5th turn and every turn thereafter, reinforcements automatically arrive for the PAIGC forces. Dice for Hot Spot location as per the main rules. For reinforcements' TQ/Morale, roll 1D6: 1–4: D6/D8; 5–6: D8/D8.

D10 Roll	Reinforcements Received
1	1D6 Guerrillas w/AK/SKS
2	1D6 Guerrillas w/AK/SKS
3	1D6 Guerrillas w/AK/SKS, 1x leader w/PPSh
4	1D6+1 Guerrillas w/AK/SKS
5	1x Guerrilla w/RPG-2 (Med. AP:2/AT:2(M)
6	1D6+2 Guerrillas w/AK/SKS
7	2D6 Guerrillas w/AK/SKS, 1x Leader w/PPSh, 1x Guerrilla w/DPM (Lt. AP:1/AT:0)
8	1x Guerrilla w/PKM (Med. AP:2/AT:0), 1x Guerrilla Assistant w/SKS
9	1D6+3 Guerrillas w/AK/SKS
10	1x Off-board 82mm Mortar (randomly hit any hut/shanty)

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THE RHODESIAN BUSH WAR, 1964–79

Although the origins of the conflict can be traced back to the original British colonization of the area that is now modern day Zimbabwe, the immediate cause of the war in Rhodesia was the nation's Unilateral Declaration of Independence from Great Britain on 11 November 1965. The British colony of Southern Rhodesia sought full independence, but the home government would not grant this until full majority rule was achieved. A combination of extremely limited franchise laws, uneven ownership of land, and disproportionate representation in the Rhodesian parliament created what was in effect a state ruled by a white minority. The ruling party in Rhodesia (the Rhodesian Front, led by Prime Minister Ian Douglas Smith) refused any major concession on this and with the British government being equally stubborn on the point, the Rhodesian Front felt it had no other choice than to declare independence from the UK.

A Rhodesian stick searches a village for the enemy (photo: Dave Bennett, models: Eureka).

At the same time, this bold political move brought the simmering resentment of the black population to a boiling point. The two major African Nationalist movements in Rhodesia, the Zimbabwe African National Union (ZANU) and the Zimbabwe African People's Union (ZAPU) were able to use the legitimate grievances of the majority Black population to work toward their goals of establishing a one party Marxist state. Thus began a 15-year guerrilla war in which the two nationalist groups, or more correctly their militant arms the Zimbabwe African National Liberation Army (ZANLA) and the Zimbabwe People's Liberation Army (ZIPRA) respectively, sought to destabilize and eventually overthrow the Smith government.

The majority of the fighting during the war years consisted of groups of insurgents crossing the border into Rhodesia from their staging areas in neighboring states hostile to the Rhodesian government (most notably Zambia and, after 1975, Mozambique) and units of the Rhodesian military and police attempting to locate and destroy them. Given the huge border area to be covered, the dense terrain along much of the border region, and the small numbers the Rhodesians had to work with (the Rhodesian Security Forces could put no more than 2,000 men in the field at any one time) it was a daunting task. To make matters worse, the UDI declaration had left Rhodesia with few friends and international sanctions and embargoes on oil and weapons to deal with. Despite these obstacles, the

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A Rhodesian Fireforce closes in for the kill (photo: Dave Bennett, model: Heller).

Rhodesians did a remarkable job with their limited resources.

A whole industry was built up around smuggling arms and war material into the country despite the sanctions and Rhodesian industry was able to produce a whole range of homemade munitions. Some of the more notable of these were the "Golf" and "Alpha" bombs which replicated the effects of thermobaric and cluster munitions, giving Rhodesia's tiny air force (which consisted mostly of 1950s-era aircraft) a nasty bite. Another home-grown military industry created a line of mine-resistant vehicles that were built in response to the insurgent's tactic of indiscriminately mining the road network. These proved to be amazingly effective and the South Africans later perfected the basic concept behind such vehicles. These in turn would evolve into the mine-protected vehicles that are saving lives on today's battlefields.

Even more importantly the Rhodesians were to improve upon the basic tactics of counter-insurgency warfare. Many high-ranking officers in Rhodesia's military had served in the British army in guerrilla wars in Kenya and Malaya and thus had a wealth of experience in such fighting. This along with the experiences of the Portuguese in their recent wars in Angola and Mozambique would give the Rhodesians the basis from which to build their counter-insurgency tactics. The most devastatingly effective of these was the Fireforce.

Developed around 1974, the Fireforce was a quick reaction force of high quality airborne and helicopter-borne troops supported by organic helicopter gunship and ground attack aircraft. The basic concept of the Fireforce involved the unit quickly responding to the scene of a reported sighting of insurgents. Once at the contact area, static "stop groups" would be put into position via helicopter insertion (Rhodesia owned a small fleet of French Alouette III helicopters that by war's end would be supplemented with a small numbers of Bell UH-1s acquired from Israel). Once these units were in place other troops, after 1977 usually inserted by parachute, would sweep through the contact area with the intent of driving the insurgents into ambushes set by the stop groups or into the open were the supporting aircraft and helicopters could engage them. This combined arms approach was extremely effective in its goal and it has been estimated that during the war Fireforce units achieved a mind-boggling kill ratio of 70 to one.

Later, as the war escalated, the Fireforce model would be utilized in strikes directly against the insurgent's bases in Mozambique and Zambia. These cross border raids would generally be successful, but would cause further international condemnation due to their violation of the borders of these neighboring states. These raids would also bring Rhodesia into direct conflict with the FRELIMO dominated government of Mozambique and open fighting with elements of the Mozambique regular army. The last year of the war saw a change in the nature of the conflict as cross border raids became more common and fighting often took the form of battles that were larger than before and almost conventional in nature with armor and artillery support on both sides.

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Another Rhodesian innovation was the founding of the Selous Scouts. The Scouts were a multi-racial unit that recruited heavily from captured insurgents who were given the option of turning on their former comrades instead of facing lengthy prison sentences much akin to the Chieu Hoi program of Vietnam War fame. Selous Scouts teams would often dress up as enemy troops and conduct "pseudo-operations" similar to those that occurred in Kenya during the Mau Mau uprising. These would be effective in tracking insurgent movements and a high percentage of Fireforce operations were conducted on information supplied by these groups. In the last years of the war, the Scouts would be utilized as shock troops in some of the cross border operations. Unfortunately, the activities of the Selous Scouts would be a propaganda coup for the insurgents who found the secretive nature of the Scouts meant that any of their own forces' excesses could be blamed on the Rhodesians.

Against this formidable array of superior firepower and advanced counter-insurgency tactics, the sole advantage that ZANLA and ZIPRA possessed was that of numbers. Each year the number of insurgents crossing the border into Rhodesia increased exponentially and by 1979 tens of thousands of guerrillas operated in almost every corner of the country. These insurgent groups were fairly well supplied as well, being not only supported by the neighboring Marxist African states, but also by China and the Soviet bloc who were all too eager to supply training and arms to the nationalist guerrillas. The insurgent's war involved attacks on Rhodesian infrastructure, White civilians, and persuading the Black population to support their cause (often through intimidation by unspeakable atrocities) all the while avoiding direct conflict with Rhodesian Security Forces. In the end, it would be this tide of Communist trained and equipped insurgents that would prevail.

The ever-increasing enemy numbers, shrinkage of the war-weary Rhodesian population through immigration, devastation of the country's economy by sanctions, and the drain on the productivity of its workforce caused by its national service system was simply more than Rhodesia could cope with in the end. Even more devastating, Rhodesia's last remaining ally, South Africa,

Insurgent heavy firepower (photo: Dave Bennett, model: Force of Arms).

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withdrew its support and with it went its lifeline of arms, aircraft, and fuel. Rhodesia was forced to the negotiating table and a ceasefire occurred on 21 December 1979. The following year a general election was held and, despite the presence of a Commonwealth monitoring force, ZANU leader Robert Mugabe was elected as the first President of the new country of Zimbabwe in an environment of widespread voter fraud and intimidation. At the time of this book's printing, Mugabe remains in power, with calamitous results for the people of Zimbabwe.

It is unknown how many people died in the Rhodesian Bush War, but estimates range between 30 and 50 thousand deaths, many of which were civilians. Thanks in no small part to *Soldier of Fortune* magazine, which covered the war extensively in the late '70s (and conducted a campaign to recruit foreign nationals for the Rhodesian cause) the Bush War is one of the most iconic and well-known of the post-colonial wars. What follows are five game scenarios designed to represent the different sorts of fighting that occurred during the war, followed by example squad organizations and information on the clothing and uniforms worn by both sides.

DOWN ON THE FARM

As far as the Rhodesian Security Forces were concerned, one of the more frustrating aspects of the Bush War was the reluctance of insurgent groups to stand and fight. One of the major reasons for this phenomenon was the fact that the war aims of ZANLA and ZIPRA did not require the defeat of Rhodesian forces on the battlefield. Instead, victory was to be obtained by forcing the government to the bargaining table through a variety of tactics such as attacks on infrastructure, attacks on the civilian population, radicalization of the black majority population of Rhodesia, and other means. One of the more effective ways in which the insurgents waged their war was through attacks on white-owned farms.

Agriculture was the most important industry in Rhodesia and the key to its economy. In fact; prior to the war, Rhodesia had been the number one food exporter on the African continent. If enough of Rhodesia's farms could be disrupted, the economy would eventually grind to a halt and with it the government's war effort. The insurgent groups recognized this early on, and farm attacks would be a major characteristic of the conflict all through the war.

From the earliest days of the war insurgent groups attempted to murder white farmers, damage their property, and intimidate their workers to deprive the farmers of a work force. As the years went by, these attacks increased in both frequency and scale. In response to these attacks, Rhodesian farmers armed themselves to the teeth and often fortified their homes. The Government did what it could to protect the farmers. Rural police units increased patrols in affected areas, telephone hotlines were set up to the isolated farms and monitored radio networks that allowed a farm under attack to call for assistance were put into place. Finally, some of the larger farms had garrisons of Guard Force militia on site. Many farmers hired private security contractors as well.

Despite all of these security measures, the farm attacks did take a major toll in both damage to the Rhodesian economy and in increasing war-weariness plus sapping the morale of its citizens. Due to National Service requirements, many farmers found their time being split between their civilian lives and military service to a greater degree in the final years of the war as manpower shortages began to take their toll. Although the farm attacks never brought the economy to its knees as the insurgents hoped, it is undeniable that this terror campaign was a contributing factor in the final outcome of the war.

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Note: This is a hypothetical representation of a farm attack. It is a composite that is inspired by accounts of several historical incidents.

SCENARIO INFORMATION

Duration of Game: 8 turns

Initiative: Kinetic – Both sides consist (until the arrival of the Police section) of irregular forces. ZANLA has initiative on the first turn. Test for initiative on following turns.

Special Conditions:

- Air Defense Environment: N/A
- Night fighting rules are in effect.

Fog of War: Determined normally by reaction test rolls

Table Size: 2'x2' (15mm/20mm), 4'x4' (20mm/28mm)

- A: Farm House – Armed Civilians deploy here
- B: Barn – Guard Force Section deploys here
- C: Woods – 2 ZANLA sections deploy here
- D: Woods – 2 ZANLA sections deploy here
- E: Police reinforcements arrive via this road

RHODESIAN MISSION

The Communists are attacking your farm! Until now they have confined themselves to cutting your fences and mining the area roads, but now they have launched an actual attack. You and your family are ready for them. Not only do you have a stockpile of guns and ammunition on hand, but you have created hardened fighting positions in the farmhouse. You have a detachment of Guard Force on site to help in the defense and you also have a little surprise prepared for the terrorists if they get too close. Planted in your garden is a home-made mine packed with explosives and roofing nails! You've called for help. Now you just have to hang on long enough for the police to arrive…

RHODESIAN VICTORY POINTS

- Each ZANLA Insurgent killed: 2pts
- No armed civilians KIA by turn 5: 10pts

RHODESIAN FORCES

Rhodesian Basic Attributes

Initiative level: D8

Confidence Level: Confident

Supply Level: Normal

Body armor: N/A

Troop Quality/Morale: D8/D8 unless noted

Armed Civilians

1x Leader w/FN-FAL and shotgun

3x Civilians w/FN-FAL and shotgun

Note: As long as the civilians remain in the farm house they have access to their stockpile of guns and may choose to swap their FN-FAL rifles for shotguns if targeting an enemy unit inside of optimum range. If the civilians leave the farm house for any reason, they must choose which weapon they will be armed with for the remainder of the scenario.

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Guard Force Section
1x Leader w/G3A3
4x Guardsmen w/Lee Enfield rifles

Police Section (TQ/Morale: D8/D10)
1x Leader w/Uzi sub machinegun
1x Gunner w/L4 Bren (Lt. AP:1/AT:0)
3x Constable w/FN-FAL
Note: The Police Section is mounted in a Leopard Mine Resistant Vehicle

ZANLA MISSION

You are launching a midnight attack on the local farmer and his family. There is only a handful of whites on the farm as well as a unit of militiamen. You are well armed and have numbers on your side, so victory is assured. You have taken the precaution of cutting the telephone lines, but there is a possibility that the enemy has radioed for assistance, so strike quickly and fade back into the darkness!

ZANLA VICTORY POINTS

- Each Armed Civilian or policeman killed: 5pts
- Each Guard Force soldier killed: 2pts
- Destroying the Leopard: 5pts

ZANLA FORCES

ZANLA Basic Attributes
Initiative level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D8

ZANLA Section 1
1x Leader w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
3x Guerrillas w/AK

ZANLA Section 2
1x Leader w/AK
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
3x Guerrillas w/AK

ZANLA Section 3
1x Leader w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
3x Guerrillas w/AK

ZANLA Section 4
1x Leader w/AK
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
3x Guerrillas w/AK

SPECIAL RULES

KINETIC ENGAGEMENT

For the majority of the scenario, both forces consist entirely of irregular combatants, therefore the game is played as a symmetrical engagement. That is to say normal first aid rules apply, the insurgents may not use out of contact movement, etc. For convenience, the arrival of a regular unit in the form of the police section in the closing stages of the scenario will not alter this in any way and the game will continue to be played as in previous turns.

NIGHT FIGHTING

The Scenario takes place at night. All night fighting rules are in effect. Neither side has access to night vision equipment.

GUARD FORCE

Guard Force units were notoriously ineffective and poorly armed. Most troops in such units were armed with obsolete bolt action rifles and most carried very

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little ammunition. Therefore, the Guard Force section is subject to the Outgunned rule.

BUILDINGS AND TERRAIN

The main farm house has been fortified and is considered to be improved (2D) cover. All other buildings on the map are flimsy structures that only provide 1D cover. The woods are average woods.

THE BOOBY TRAP

The farmer has built an improvised explosive device out of an old drain pipe, gunpowder, and roofing nails and buried it in his front garden. It can be remotely detonated electrically in case of an insurgent attack. As a reaction to any ZANLA unit that has moved inside the perimeter fence the armed civilian unit can detonate the IED. The booby trap counts as a medium IED: AP:4/AT:2(M) (4" radius)

RHODESIAN REINFORCEMENTS

Starting on turn 4 make a TQ test for the police section. If successful, the police unit may enter the board at the position indicated on the map. The police section enters mounted in the Leopard mine-protected vehicle. If the TQ test is unsuccessful, continue to roll at the beginning of each round until successful or the game ends.

RIDING AT THE GALLOP – ON PATROL WITH GREY'S SCOUTS

Inspired by the performance of Portuguese Dragoons that fought that country's wars in Angola and Mozambique, the Rhodesian Security Forces formed Grey's Scouts in July of 1975. Grey's took their name from a mounted rifle unit that had fought in the colonial wars of the late 19th century and were meant to be a mounted infantry battalion. It was felt that troops mounted on horses would be extremely useful in the rugged terrain of Rhodesia. Indeed, men on horseback could cover two to three times the distance of normal infantry and could enter tight terrain that no vehicle would hope to traverse. Due to their high degree of cross country mobility, the primary missions of Grey's Scouts were that of reconnaissance and tracking, although they saw action in a variety of other roles such as escorting convoys and patrolling the rural road network to keep it clear of insurgent activity.

Grey's Scouts were trained to be mounted infantry who utilized their horses for tactical mobility, and fought on foot, but the low visibility in the dense terrain of Rhodesia meant that sometimes contacts occurred at very close range and without warning. In any event, it was found that the insurgents were generally quite intimidated by men on horseback and that aggressive tactics could be quite effective. One notable engagement occurred in June of 1977. Several sticks of Grey's troopers were following the tracks of terrorists

A Grey's Scouts trooper (photo: Dave Bennett).

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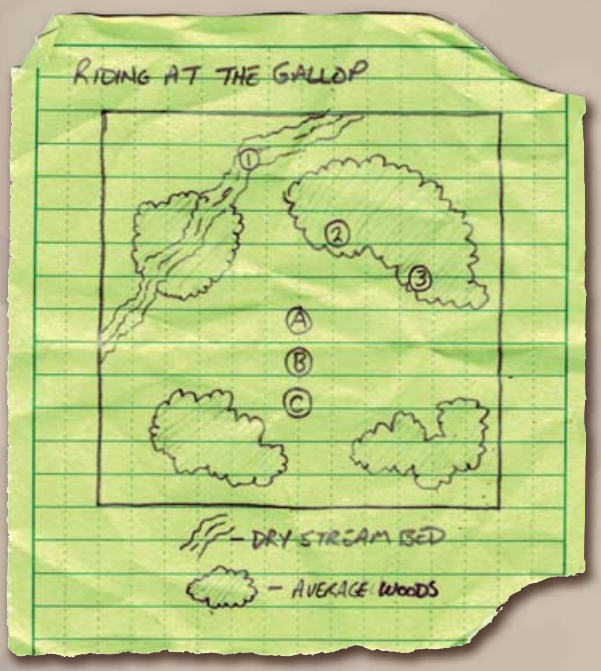
fleeing from a contact near the border with Zambia. Unbeknownst to them, a large force of ZIPRA insurgents was waiting in ambush. Suddenly, the Rhodesians found themselves under close range fire from what was later estimated to be a full platoon of ZIPRA fighters!



SCENARIO INFORMATION

Duration of Game: 6 turns

Initiative: Kinetic – ZIPRA have initiative on turn 1. Test for initiative on subsequent turns.

Special Conditions:

- Air Defense Environment: N/A
- Woods on the map are Dense.
- The dry creek bed provides solid cover for units in it.

Fog of War: Determined normally by reaction test rolls

Table Size: 2'x2' (15mm/20mm), 4'x4' (20mm/28mm)

- A, B, C: Rhodesian Squads
- 1, 2, 3: ZIPRA Units

GREY'S SCOUTS MISSION

For the last several hours you have been tracking terrorists who fled from contact with a police unit, but now you have ridden into an ambush! Job one is simply to survive. If at all possible, break the ambush and kill or capture as many of the enemy as possible.

GREY'S SCOUTS VICTORY POINTS

- Per ZIPRA killed or captured: 2pts
- Per ZIPRA severely wounded: 1pt
- No KIAs at end of turn 6: 10pts

GREY'S SCOUTS FORCES

Grey's Scouts Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D10

Grey's Scouts Stick 1

1x Stick Leader w/FN-FAL

1x Gunner w/Heavy Barrel FN-FAL (Lt. AP:1/AT:0)*

2x Troopers w/FN-FAL

**Note: Heavy Barrel FN-FAL only counts its extra support weapon dice if fired when dismounted. If firing while mounted, it counts as a normal rifle.*

Grey's Scouts Stick 2

1x Stick Leader w/FN-FAL

1x Grenadier with Energa rifle grenades (Lt. AP:1/AT:0)

2x Troopers w/FN-FAL

Grey's Scouts Stick 3

1x Stick Leader w/FN-FAL

1x Grenadier with Energa rifle grenades (Lt. AP:1/AT:0)

2x Troopers w/FN-FAL

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HISTORICAL OUTCOME

The first rule of surviving an ambush is to get out of the "kill zone" as quickly as possible. With no place to go, rather than dismounting and forcing their way out on foot, the men of Grey's Scouts turned their horses into the fire and galloped through the enemy positions, firing their rifles from the saddle! Surprised by the sudden counter-attack the insurgents did the absolute worst thing they could have done under the circumstances: they panicked. When hard pressed by Security Forces, insurgents in Rhodesia would often "bombshell", that is to say break formation and flee in several directions simultaneously to elude pursuit. Breaking contact with an enemy at close quarters is a risky maneuver at the best of times. Doing so in the face of an enemy on horseback was a lethal mistake.

Over the next two hours, the Grey's troopers chased down the fleeing guerrillas. The pursuit was finally called off with the approaching darkness. In the aftermath of the action, 19 ZIPRA bodies were recovered and an unknown number had been wounded. In contrast, although several had suffered minor wounds and a single horse had been killed, Grey's suffered no fatalities. Such was the ferocity of the Grey's attack that at least one of the dead insurgents was found to have been killed by being trampled. It was arguably the closest thing to a cavalry charge that had occurred since the end of World War II.

Despite the fact that Grey's Scouts fought in a number of intense engagements, during almost five years of active service, the unit only suffered nine men killed in action. Sadly, Grey's was one of the Rhodesian Security Forces units that disbanded at the conclusion of hostilities in November of 1979. A similar horse-mounted tracking unit would be re-formed after independence by the new Zimbabwe National Army, but mismanagement and lack of resources meant that this unit would be disbanded within a few years.

ZIPRA MISSION

You have the Rhodesian horse soldiers in your sights! Now kill every one of them! Don't let any escape!

ZIPRA VICTORY POINTS

- Per Rhodesian Killed: 3pts
- Per Rhodesian Severely wounded: 2pts
- Per mount killed: 1pt

ZIPRA FORCES

ZIPRA Basic Attributes
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D8

1st Squad
1st Section
1x Squad Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
1x Guerrilla w/AK-47

2nd Section
1x Section Leader w/AK-47

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1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
4x Guerrillas w/AK-47

2nd Squad
1st Section
1x Squad Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
1x Guerrilla w/AK-47

2nd Section
1x Section Leader w/AK-47
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
4x Guerrillas w/AK-47

3rd Squad
1st Section
1x Squad Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
1x Guerrilla w/AK-47

2nd Section
1x Section Leader w/AK-47
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
4x Guerrillas w/AK-47

SPECIAL RULES

AMBUSH!

All ZIPRA units start Hidden and may conduct Ambushes.

CAVALRY

Despite their official designation as mounted infantry, Grey's Scouts are considered to be a cavalry unit due to their ability to fight effectively from horseback. See page 123 of the *Force on Force* rulebook for the rules covering mounted units.

SCOUTS

As befits their names, Grey's Scouts excelled at tracking and reconnaissance. Therefore all Grey's Scouts units are considered to have the *Pointman* characteristic.

INSURGENTS

Despite being classed as (admittedly low quality) regulars, the ZIPRA forces are subject to *Shrinkage*. This reflects their tendency to "bombshell" when hard pressed by Rhodesian forces. Likewise, the ZIPRA units are all considered to be *Elusive*.

OPERATION *DINGO* – ASSAULT ON ZULU 1, 25 NOVEMBER 1977

By the middle of 1977 it was becoming clear that Rhodesia would be unable to control the increasing number of insurgent incursions along its borders. While Fireforces and other military formations were more than capable of dealing with enemy forces that were detected, it was becoming obvious that the small numbers of available troops would not be able to cope with the numbers of insurgents entering the country each month. Therefore the politically risky decision was made to attempt to destroy the enemy at their bases inside of Mozambique and Zambia. One of the earliest and most ambitious of these raids targeted the ZANLA headquarters compound near Chimoio some 90 kilometers inside of Mozambique, followed by a second strike at another enemy base three days later.

The ZANLA camp at New Farm near Chimoio (codenamed "Zulu 1" by the Rhodesians) was a sprawling compound with armories, training grounds, supply depots, headquarters and administrative buildings, as well as barracks for thousands of insurgent fighters. It was estimated that Zulu 1 housed some four to eight thousand ZANLA personnel and was protected by a ring of trenches, anti-aircraft cannon and heavy machineguns, as

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well as other defenses. Against this formidable target the Rhodesian Security Forces could only manage to raise 180 Para dropped and heliborne troops drawn from the SAS and Rhodesian Light Infantry, 20 ground attack aircraft, and 10 helicopter gunships.

The plan of attack on Zulu 1 was to involve a surprise strike by the ground attack aircraft in three quick waves, followed by insertion of the ground troops who would set up stop groups to prevent the enemy from escaping, concluded by a sweep on foot through the camp. The plan was audacious in the extreme. If it was successful the raid would be a lethal blow that might seriously degrade ZANLA's ability to wage war. But given that a high percentage of Rhodesia's best troops and almost every aircraft in their tiny air force was involved in the strike, failure would be a devastating loss to Rhodesia.

Note: Due to the extremely one sided nature of the fighting during the Operation Dingo *raid, this scenario is presented as a cooperative game with the players representing the Rhodesian forces and ZANLA units being controlled by a set of predetermined actions. Each player will control a single four-man stick. Points will be awarded or lost for the actions of the player's unit only. At the end of the scenario the SAS player who has the highest point total will be considered to have won. Alternately, this scenario can be played as a solo game.*

Scenario Information

Duration of Game: 8 turns

Initiative: Asymmetric – the Rhodesians have the initiative for the entire game.

Special Conditions:

- Air Defense Environment: Light
- All Rhodesian SAS sticks enter from the bottom edge of the map on turn 1. At the beginning of every turn each Rhodesian rolls a D10 and takes note of the score. The Rhodesian units will activate in sequence from highest score to lowest.

Fog of War: Determined normally by reaction test rolls.

Special assets:

- Rhodesian: Dedicated K-Car support (see special rules)

Table Size: 2' x 3' (15mm/20mm), 4' x 6' (20mm/28mm)

- 1–5: Hot Spots
- A: ZPU-1 Team
- B: ZANLA DShK Team
- C: ZANLA Band 1
- D: ZANLA Band 2
- E: ZANLA Band 3
- F: ZANLA Band 4
- G: ZANLA Band 5
- H: ZANLA Band 6

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RHODESIAN SAS MISSION

You are a Rhodesian SAS NCO commanding a stick of four men. Your mission is to eliminate any terrorists remaining in area, silence any enemy anti-aircraft assets remaining operational, and identify and secure any high value targets for capture or destruction.

RHODESIAN SAS VICTORY POINTS

- Each ZANLA insurgent killed: 1pt
- Each Anti-Aircraft gun destroyed: 10pts
- Each SAS solider killed: -10pts
- Each SAS soldier seriously wounded: -5pts
- Each building searched: variable, noted below
- Foreign Advisor killed: 10pts

RHODESIAN SAS FORCES

Rhodesian SAS basic attributes
Initiative level: N/A
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D10/D10

A K-car searches for targets of opportunity (photo: Dave Bennett, Model: Heller).

Stick 1
1x Stick leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

Stick 2
1x Stick leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

Stick 3
1x Stick leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

Stick 4
1x Stick leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

ZANLA FORCES

ZANLA Basic Attributes
Initiative Level: N/A
Type: Irregular
Confidence Level: Low
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D8

ZANLA Band 1
1x Leader w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
4x Guerrilla w/AK

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HISTORICAL OUTCOME

The raid was timed to occur during the morning muster parade at the camp to ensure that large numbers of enemy troops would be in the open. Five minutes before the first shots, a civilian aircraft was flown over the camp to mask the sound of the approaching armada. For a few moments the inhabitants of Zulu 1 rushed for cover, believing they were under attack. But once it was determined that the aircraft was not a threat, the morning's activities continued as normal. Therefore, when the actual strike aircraft approached, the ZANLA insurgents assumed the civilian craft was returning and no alarm was raised. It was a fatal mistake.

At 07:45 the first of the strike aircraft hit their targets within the camp, followed within seconds by two more waves. Canberra bombers, Hunter fighter-bombers, and elderly Vampire fighters brought out of mothballs for the raid attacked the camp with napalm, locally made "Golf" and "Alpha" bombs (locally made weapons similar in effect to thermobaric and cluster munitions respectively), as well as cannon fire. Within minutes paratroops of the SAS and RLI, and helicopter-inserted RLI troops were in place in a box surrounding three sides of the camp. These units set up stop groups that engaged anyone attempting to escape from the killing ground inside the camp. All the while Rhodesian K-Car gunships orbited the site engaging targets of opportunity with their 20mm auto cannons.

Hundreds of insurgents were killed by the initial airstrikes. Most of the rest panicked and ran, only to be ambushed by the infantry stop groups or gunned down by the orbiting K-cars. Isolated groups of ZANLA forces did stand and fight; however, most notably the anti-aircraft gun crews.

Shortly after the ground troops moved in they began a sweep through the camp to eliminate surviving insurgents and to search for weapon and supply stockpiles to be destroyed, as well as secure any intelligence items. By the afternoon, the camp was secured and entirely in Rhodesian hands.

The scope of the carnage inflicted on ZANLA was staggering. An estimated two to three thousand insurgents had been killed with many more wounded. Large amounts of weapons and other war material were destroyed on the spot and most of the buildings that had not been damaged in the raid were burnt to the ground. This victory had come at the cost of a single SAS trooper killed on the ground, a Vampire fighter that crashed with the loss of its pilot after being hit by ground fire and a handful of wounded. The following day the Rhodesians left the area and the dose was administered again three days later (albeit with less spectacular results) at another ZANLA base near Tembue.

Later raids on insurgent bases would not have near the success of the raids of November 1977. Operation *Dingo* remains as one of the most spectacular successes and one-sided kill ratios in the history counter-insurgency warfare.

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ZANLA Band 2
1x Leader w/AK
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
4x Guerrilla w/AK

ZANLA Band 3
1x Leader w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
4x Guerrilla w/AK

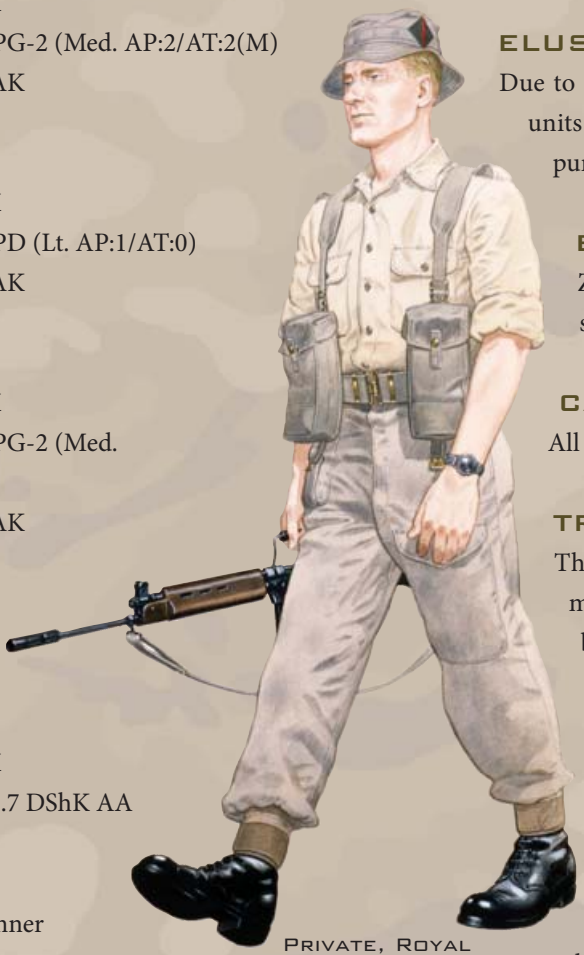
ZANLA Band 4
1x Leader w/AK
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
4x Guerrilla w/AK

ZANLA Band 5
1x Leader w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
4x Guerrilla w/AK

ZANLA Band 6
1x Leader w/AK
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
4x Guerrilla w/AK

ZANLA DShK Team (no Weapon Team bonus)
1x Leader w/AK
1x Gunner w/12.7 DShK AA HMG (Hvy. AP:3/AT:1(L)
2x Assistant Gunner w/AK

ZANLA ZPU-1 Team (no Weapon Team bonus, use rules for Guns)
1x Leader w/AK
1x Gunner w/14.5 ZPU-1 AA gun (Hvy. AP:4/AT:1(L)
2x Assistant Gunner w/AK



Private, Royal Rhodesia Regiment, 1968

SPECIAL RULES

EYE IN THE SKY

Due to the presence of Rhodesian aircraft, ZANLA forces may not utilize Out of Contact Movement during this scenario.

ELUSIVE

Due to the nature of the surprise attack, ZANLA units are NOT considered to be elusive for the purposes of this scenario.

BOMBSHELL

ZANLA units are subject to the *Shrinkage* special rule.

CALLOUS

All ZANLA forces have the *Callous* attribute.

TRENCHES AND BUILDINGS

The trenches and gun pits indicated on the map count as improved cover (+2D). The buildings are all flimsy structures that count as +1D cover. Wooded areas are all considered to be standard woods.

RHODESIAN K-CAR SUPPORT

Starting on turn 2 at the beginning of every turn each Rhodesian player rolls a D10. The player with the highest roll may choose to call in a K-Car helicopter gunship to attack a target of

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his choice. This attack is resolved before any Rhodesian unit is activated and is treated as a pylon gun attack. This represents the K-Cars engaging targets of opportunity, therefore the player controlling the K-Car can attack any enemy unit on the board regardless of line of sight.

ALOUETTE III K-CAR GUNSHIP

Armor: 3D8, MG 151 20mm cannon: (Hvy. AP:5/AT:2 – May conduct pylon attacks)

SEARCHING BUILDINGS

A player's unit may search a building for high value targets. To conduct a search, the unit enters the building as per the usual movement rules and the owning player immediately rolls on the following table:

Die Roll	Result
1	Look Out! Roll on the ZANLA reinforcement table and immediately place the resulting unit on the building. Move the searching Rhodesian unit two inches outside of the building and initiate a round of fire as if interruption had occurred. All normal rules for rounds of fire apply.
2–3	Nothing! The building is empty.
4	Fancy a Snack? Your unit has discovered an enemy food storage building. This will be burnt to the ground once the location is secure. Make an immediate troop quality test. If you pass, your unit may activate as normal next turn. If you fail, your hungry troops spend the following turn looting the building. Your unit may not activate the following turn, and may only return fire if fired upon. Let's just hope this is not some of the poisoned food Special Branch has been placing for the enemy to capture! Score 5 victory points.
5	Bingo! You have found an enemy weapon's cache. This will be marked for destruction when the area is secured. Your unit may act as normal next turn. Score 10 victory points.
6	Jackpot! You have discovered a stockpile of records, rosters, maps, and other valuable intelligence items. Your unit may not activate the following turn as they gather this material and may only return fire if fired upon. Score 15 victory points.

ZANLA RANDOM MOVEMENT

ZANLA units in this scenario are not controlled by any player. They move and fire using the following rules. When a ZANLA unit is first placed either at the beginning of the game or via the reinforcement rules, roll a D6. On a score of one or two the unit is designated a "fighter" unit. Any other result designates the unit as being a "runner" unit. Note that the two AA gun crews are considered to be "fighters" and are not rolled for. "Fighter" units will stay in place where they are placed and will only be removed when they are killed, are removed through Shrinkage, or they disband via the irregular morale rules. Fighters will attempt to interrupt the first Rhodesian unit that moves or fires within their Line of sight during the turn. If fired upon a "fighter" unit will return fire in the round of fire if eligible. If a fighter unit is eligible to act after all Rhodesian units have activated, it will fire upon a randomly determined Rhodesian unit in its line of sight. If it has no targets, a fighter unit will pass its turn and do nothing. Runner units will not perform interrupts under any circumstance. Runner units will return fire in a round of fire as normal if eligible. If a runner unit is eligible to activate after all Rhodesian units have acted, the runner unit will move at run speed in a straight line toward a randomly determined table edge. Runner units, being irregulars, are not slowed by woods and will deviate to avoid buildings and enemy units. Once a figure from a runner unit touches a board edge, the entire unit is removed from play. No points are scored for figures that are removed from the board in this way. Note that for the purposes of this scenario, a runner unit without a leader does not have to make a troop quality check in order to activate. Such units are panicked and running for their lives, and thus do not need anyone to tell them what to do!

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Searching buildings during Operation Dingo (photo: Dave Bennett, models: Eureka).

ZANLA REINFORCEMENTS

As previously noted, there were large numbers of insurgents present at the Chimoio camp and groups and individuals still attempted to flee after the Rhodesian ground troops began their sweep. To reflect this, starting in turn 2, make two rolls on the reinforcement table at the beginning of each turn and place the resulting units on a randomly determined insurgent Hot Spot. Note that during this scenario the Rhodesian forces may not neutralize Hot Spots, which remain active through the entire course of the game. Should a Rhodesian unit be occupying a Hot Spot that spawns a ZANLA unit, simply reroll the Hot Spot number until a clear location is indicated. As noted above, roll to determine if the ZANLA unit is a "runner" or "fighter" immediately upon placing the unit.

ZANLA REINFORCEMENT TABLE

Roll twice on the following table at the beginning of each turn:

D10 Roll	Reinforcements Received
1	1D6 Guerrillas w/AK
2	1D6 Guerrillas w/AK, 1x Leader (TQ/Morale: D8/D8) w/AK
3	1D6+1 Guerrillas w/AK, 1x Leader (TQ/Morale: D8/D8) w/AK
4	1D6+2 Guerrillas w/AK, 1x Leader (TQ/Morale: D8/D8) w/AK
5	1x Guerrilla w/RPG-2 (Med. AP:2/AT:2(M), 1x Guerrilla w/AK (no Weapon Team bonus)
6	2D6 Guerrillas w/AK
7	2D6 Guerrillas w/AK, 1x Leader w/AK, 1x Guerrilla w/RPD (Lt. AP:1/AT:0)
8	2D6 Guerrillas w/AK, 1x Leader w/AK, 1x Guerrilla w/RPG-2 (Med. AP:2/AT:2(M)
9	1x Guerrilla w/AK, 1x Leader w/AK, 1x Guerrilla w/RPG-2 (Med. AP:2/AT:2(M)
10	2D6 Guerrillas w/AK, 1x Leader (TQ/Morale: D8/D8) w/AK, 1x Foreign Advisor (TQ/Morale: D10/D10) w/PPSH-41 SMG

FOREIGN ADVISORS

In the aftermath of the raid, the bodies of several men thought to be Chinese or Cuban advisors or instructors were recovered by the Rhodesians. Only one such figure may be placed during the course of a game. If a later reinforcement roll indicates a foreign advisor, ignore the result and treat the roll of '10' as a '9' instead. The ZANLA unit escorting the advisor is considered to have a morale score of D10 and is automatically considered to be a "fighter" unit. Any Rhodesian unit that manages to kill the foreign advisor figure scores an additional 10 victory points.

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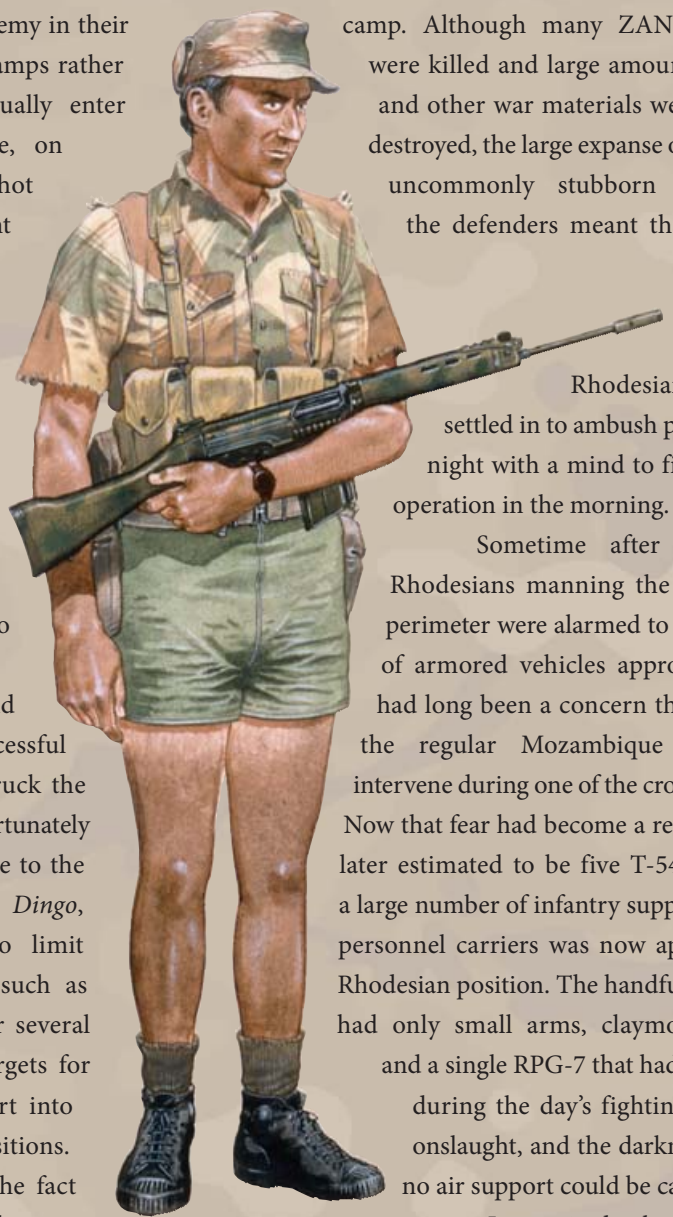
ENEMY ARMOR! OPERATION *SNOOPY*, 20–21 SEPTEMBER 1978

In the closing year of the war, Rhodesian ComOps had decided the most effective way of prosecuting the war would be to destroy the enemy in their Zambian and Mozambique base camps rather than wait for insurgents to actually enter Rhodesian territory. Furthermore, on 3 September 1978, ZIPRA had shot down a Rhodesian Airways Viscount airliner and subsequently massacred the survivors on the ground. Thus several major raids on insurgent bases were carried out in response to this atrocity. One of these was a raid, codenamed "Snoopy", carried out by a combined force of SAS and Rhodesian Light Infantry troops against the ZANLA headquarters compound at Chimoio in Mozambique.

It was hoped that this raid would be a repeat of the wildly successful Operation *Dingo* raid that had struck the same target the previous year. Unfortunately for the Security Forces, in response to the massive losses incurred during *Dingo*, ZANLA had taken measures to limit casualties during future attacks, such as spreading out the compound over several miles of territory to minimize targets for air strikes and put a greater effort into concealing anti-aircraft gun positions. Compounding the problem was the fact that Operation *Snoopy* did not have the degree of planning or the manpower and aircraft available that the previous raid on Chimoio had enjoyed.



TROOPER, SELOUS SCOUTS, 1977

On the morning of the 20th after initial air strikes by the Rhodesian Air Force, troops from C Squadron, SAS and 2 Commando RLI began a sweep of the camp. Although many ZANLA insurgents were killed and large amounts of weapons and other war materials were captured or destroyed, the large expanse of the camp and uncommonly stubborn resistance by the defenders meant that the fighting continued until dusk. The exhausted Rhodesian troops then settled in to ambush positions for the night with a mind to finishing up the operation in the morning.

Sometime after 2300hrs, the Rhodesians manning the 2 Commando perimeter were alarmed to hear the sound of armored vehicles approaching. There had long been a concern that troops from the regular Mozambique army would intervene during one of the cross border raids. Now that fear had become a reality. What was later estimated to be five T-54/55 tanks and a large number of infantry support in armored personnel carriers was now approaching the Rhodesian position. The handful of RLI troops had only small arms, claymore landmines, and a single RPG-7 that had been captured during the day's fighting to resist this onslaught, and the darkness meant that no air support could be called upon.

It promised to be a long night for the men of 2 Commando.

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SCENARIO INFORMATION

Duration of Game: 10 turns

Initiative: Kinetic – FRELIMO on turn 1. Test for initiative on subsequent turns.

Special Conditions:

- Air Defense Environment: N/A
- Night Fighting rules in effect
- All woods are considered to be "average woods". The stream is fordable at any point. Infantry units in the stream can count as being in solid cover.

Fog of War: Determined normally by reaction test rolls

Special Assets:

- FRELIMO: Reinforcements and off-table mortar support (see special rules)

Table size: 2' x 2' (15mm/20mm), 4' x 4' (20mm/28mm)

- 1–4: Location of RLI sticks
- A: Starting location of BTR-152 containing FRELIMO 1st Squad and command section

RHODESIAN LIGHT INFANTRY MISSION

You have settled into a static ambush position until you can resume the destruction of the Chimoio camp in the morning. You now find yourself under attack by elements of the Mozambique regular army. Try to hold on as long as you can, blunt the enemy attack where possible, minimize your own losses, and extract friendly forces when the situation becomes untenable.

RHODESIAN LIGHT INFANTRY VICTORY POINTS

- Each enemy vehicle destroyed: 5pts
- Each enemy infantry KIA: 1pt
- No enemy vehicles exited south board edge by turn 8: 5pts
- Each RLI stick exited off any board edge on turn 9 or 10: 5pts

RHODESIAN LIGHT INFANTRY (RLI) FORCES

RLI Basic Attributes

Initiative Level: D10

Confidence Level: Confident

Supply Level: Abundant

Body Armor: N/A

Troop Quality/Morale: D10/D10

Note: In most cases, RLI troops are rated as High Confidence, but in this case, their understandable unease at being under attack by enemy armored vehicles has blunted their usual aggressiveness a bit. Also, the troops had large amounts of captured enemy weapons and ammunition from the day's action, so rate as being Well Supplied.

Stick 1

1x Stick Leader w/FN-FAL

1x Gunner w/FN-MAG (Med. AP:2/AT:0)

2x Troopers w/FN-FAL

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HISTORICAL OUTCOME

The FRELIMO column was led by a Soviet-made BTR-152 APC loaded with infantry. The RLI troopers triggered a claymore mine and opened up with small arms fire, which had no discernable effect upon the enemy armored vehicle. In reply, the vehicle's 12.7mm heavy machinegun and troops shooting from the BTR's firing ports put up a massive amount of fire which pinned the Rhodesians down. Luckily the first shot from the captured RPG hit the engine compartment, immobilizing the vehicle, and set it ablaze. Despite this, a fierce firefight continued for some time between the RLI ambush and the trapped occupants of the BTR. Although they were now trapped in a burning vehicle the FRELIMO troops continued to fight, re-crewing the 12.7mm machinegun several times as previous gunners were hit.

The issue was decided when a second RPG shot hit the passenger compartment and killed or wounded many of the surviving FRELIMO troops. Those still able bailed out of the stricken BTR and continued to fight for a time from behind and underneath the vehicle before finally falling back into the darkness.

Shortly after, the main body of the FRELIMO armored column approached the Rhodesian position, and the RLI men found themselves under mortar, tank, and small arms fire. Deciding that their present position was untenable, the Rhodesians fell back for higher ground. A series of running firefights and fleeting engagements took place all night, but FRELIMO (presumably jarred by their losses) did not press home their attack. At dawn on the morning of the 21st, the Rhodesian Air Force was able to attack the Mozambique forces with Hunter fighter-bombers and K-Car gunships.The surviving tanks and infantry beat a hasty retreat.

Later, 13 dead FRELIMO troops were counted in and around the smoldering wreckage of the destroyed BTR-152. Amazingly, this had come at the cost of only one RLI trooper who had been wounded in the firefight.

Overall, Operation *Snoopy* (although it had not come near the massive success of the previous raid) was a success. Many hundreds of ZANLA insurgents had been killed and large amounts of war material captured, but it had also shown that future external operations would not be the one sided affairs that previous raids had been. The insurgents were learning from their mistakes and would, in the future, prove to be quite stubborn in defense of their bases against Rhodesian attack.

Stick 2
1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

Stick 3
1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
1x Trooper w/FN-FAL

Stick 4
1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

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FRELIMO MISSION

Your unit has been ordered to support your ZANLA comrades and repel the Imperialist violation of your nation's borders. Eliminate any Rhodesian forces you encounter and push through their position to link up with remaining ZANLA fighters.

FRELIMO VICTORY POINTS

- Each RLI KIA: 3 pts
- Each vehicle exiting south board edge by turn 8: 5 pts
- Each RLI stick remaining on table at end of turn 10: 3 pts

FRELIMO BASIC ATTRIBUTES

Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D8

FRELIMO Motor Rifle Platoon
Command Section (riding in 1st Squad's BTR-152)
1x Lieutenant w/pistol
1x Senior Sgt w/AK-47
1x Private w/AK-47

1st Squad (deployed in BTR-152 on table as indicated)
Section 1
1x Squad Leader w/AK-47
1x Gunner w/PKM (Med. AP:2/AT:0)
1x Private w/AK-47

Section 2
1x Section Leader w/AK-47
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
4x Privates w/AK-47
1x BTR-152 APC

2nd Squad (enters turn 3 from North table edge)
Section 1
1x Squad Leader w/AK-47
1x Gunner w/PKM (Med. AP:2/AT:0)
1x Private w/AK-47

Section 2
1x Section Leader w/AK-47
1x Gunner w/RPG-7 (Med. AP:2/AT:1(M)
4x Privates w/AK-47
1x BTR-152 APC

3rd Squad (enters turn 3 from North table edge)
Section 1
1x Squad Leader w/AK-47
1x Gunner w/PKM (Med. AP:2/AT:0)
1x Private w/AK-47

Section 2
1x Section Leader w/AK-47
1x Gunner w/RPG-7 (Med. AP:2/AT:1(M)
4x Privates w/AK-47
1x BTR-152 APC

1x T-54/55 Tank (enters turn 3 from North table edge)

SPECIAL RULES

TANKS IN THE DARK

The rules for Night Fighting as found on page 43 of the *Force on Force* rulebook are in place. The FRELIMO force lack night vision equipment. One randomly determined RLI stick is considered to have night vision gear. Unusually, the Rhodesian forces deployed for Operation Snoopy were issued with night vision equipment, but there does not seem to have been enough to go around.

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Therefore after deployment roll randomly to determine which RLI stick is issued the equipment.

AMBUSH!

The RLI sticks start Hidden and may conduct Ambushes. RLI Stick One is also equipped with claymores. Stick One may only fire claymores one time during the scenario.

STICK MEDICS

Due to the presence of a trained medic in each RLI stick, the Rhodesian units roll on the Advanced First Aid chart to determine wounds when making first aid checks.

TIMID

The FRELIMO forces, although well trained and determined, are a bit uneasy about night operations. This is especially true of the vehicles which are reluctant to move at night in the presence of enemy infantry. To reflect this no FRELIMO may move at fast speed. Furthermore on any turn after the turn in which it entered the table a vehicle wishing to move must pass a troop quality test in order to do so. A vehicle that fails that test may change facing, but may not move. Such vehicles may conduct fire as normal.

FRELIMO REINFORCEMENTS

Only the first squad and command element of the FRELIMO force starts in play. This represents the lead element of the column that gave the men of 2 Commando such fits. The rest of the FRELIMO forces arrive anywhere along the north table edge on turn 3.

FRELIMO MORTAR SUPPORT

Starting on turn 3, the FRELIMO force may call upon a battery of 82mm mortars. This counts as a medium mortar salvo (AP:4/AT:2 4" radius) and the strike may be called in by any infantry leader model. Due to the difficulty in accurately calling in artillery in the dark, the troop quality check to obtain the strike is rolled at a -1. Keep in mind that Squad Leader models also suffer a -1 penalty when requesting artillery. See page 108 in the *Force on Force* rulebook for details on mortar strikes.

FIREFORCE

***Rhodesia, summer of 1978 – Operation* Thrasher**

Warzone

An observation post manned by a Territorial unit has spotted a group of suspected ZANLA insurgents crossing the border from Mozambique. A Fireforce consisting of a troop from 3 Commando, Rhodesian Light Infantry has been rushed to the scene in an attempt to kill or capture as many of the enemy force as possible before they have a chance to disperse.

This hypothetical scenario depicts a typical Fireforce action that typified fighting in Rhodesia during the latter stages of the war and demonstrates the concept of "vertical envelopment" in practice. At first glance, this

A LYNX CONDUCTS A NAPALM STRIKE (PHOTO: DAVE BENNETT, MODEL: TESTORS).

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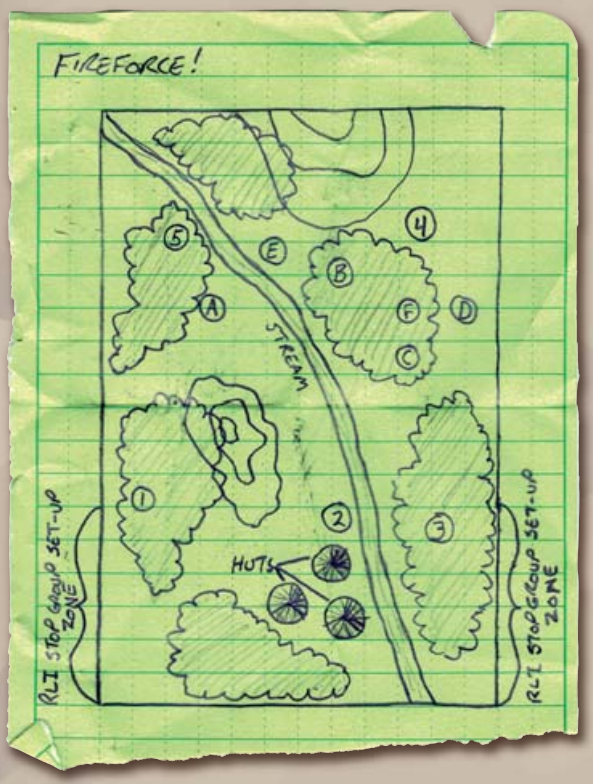
scenario may seem a bit one-sided... and it should! Any insurgent unit that found itself the target of a Fireforce operation was in huge trouble. The victory conditions are such that the ZANLA player should have a fighting chance at winning the game with a little clever play... and a bit of luck.



SCENARIO INFORMATION

Duration of Game: 10 turns

Initiative: RLI has initiative for duration of game.

Special Conditions:

- ZANLA are irregulars, and are *Elusive* and *Callous*
- Air Defense Environment: N/A
- The stream that bisects the table provides solid cover for figures in the streambed. The stream itself blocks LOS due to the high brush lining its banks. The round huts provide solid cover but are shoddily built (Building Strength 3D6).

Fog of War: Determined normally by reaction test rolls

Special assets:

- RLI: 1x Lynx light ground attack aircraft strike any time after turn 1. Standard FO rules apply.
- RLI: 1x Alouette III "K-Car" in support. Strikes from the K-Car may be called any time starting turn 2. Once again, normal FO rules apply.

Table Size: 3' x 2' (15mm/20mm), 6' x 4' (20mm/28mm)

RHODESIAN LIGHT INFANTRY MISSION

You are the officer commanding 3 Commando, Rhodesian Light Infantry (RLI) currently stationed at the Mount Darwin air base. Half an hour ago, the call came in from a local OP reporting a large band of terrorists moving near the border. Your reaction force was quickly embarked on the aircraft and you are en route to the scene of the contact. Your force consists of three helicopter borne sticks and another four to be inserted by parachute. On call you have a Lynx ground attack aircraft with a load of napalm and rockets and you will provide further fire support with the 20mm auto cannon mounted on the K-Car command/gunship helicopter.

Your mission is to kill or capture as many of the enemy as possible before they scatter. The enemy has a nasty tendency to "bombshell" (that is to say scatter in all directions) at the first opportunity, so you have to move fast. Your general plan is to set three stop groups and then sweep the enemy into a crossfire using the paratroops. Excessive friendly casualties are unacceptable.

RLI VICTORY POINTS

- Each Insurgent killed or captured: 1pt

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RLI FORCES

RLI Basic Attributes
Initiative Level: N/A
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D10/D10

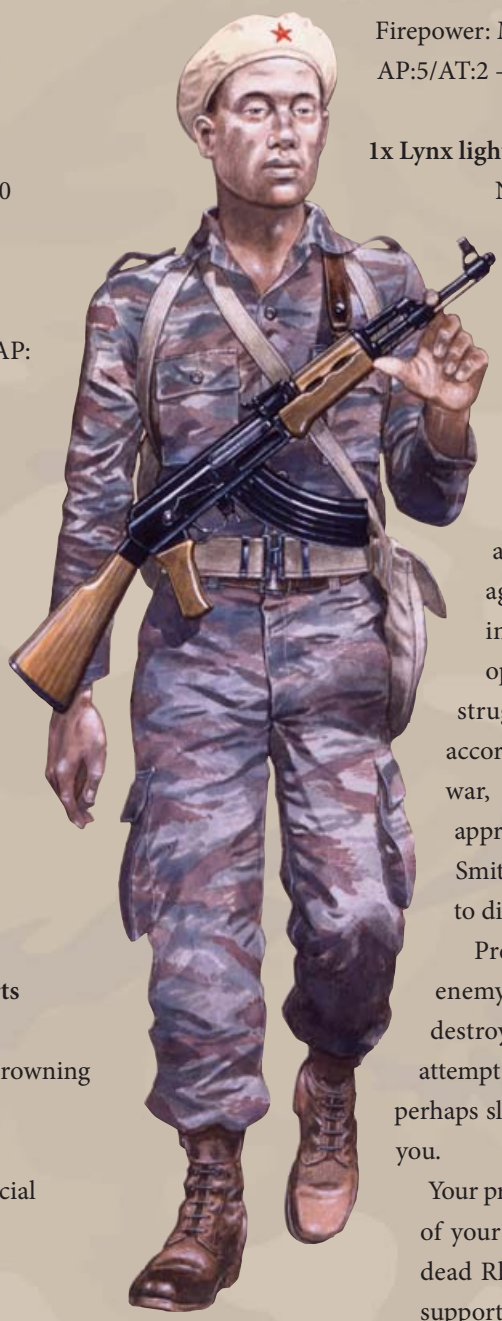
Stick One
1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP: 2/AT:0)
2x Troopers w/FN-FAL

Stick Two
1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

Stick Three
1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL

3x Alouette III G-Car transports
Armor: 3D8
Firepower: Pylon – Twin .303 Browning (AP:4/AT:0)

1–3 Paratrooper sticks (see special rules)
1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Troopers w/FN-FAL



ZIPRA REGULAR, 1978

1x Alouette III K-Car gunship
Armor: 3D8
Firepower: MG 151 20mm cannon (Hvy. AP:5/AT:2 – May conduct pylon attacks)

1x Lynx light ground attack aircraft
Napalm and white phosphorous rocket strike – (AP:8/AT:6(H) 6" radius

ZANLA MISSION

You and your band of freedom fighters infiltrated across the border into Zimbabwe in the early morning hours. You are well armed and ready to wage the Chimurenga against the hated oppressor. Your initial goal was to secure a base of operations from which to wage your struggle and politicize the masses according to Mao's principles of guerrilla war, but the familiar sound of approaching helicopters means that Ian Smith's killers will soon be on the scene to disrupt your plans.

Previous experience has shown the enemy will attempt to surround and destroy your force. You have decided to attempt to push through the enemy line and perhaps slip out of the trap now being set for you.

Your primary goal is to escape with as much of your force intact as possible, but every dead Rhodesian is another blow struck in support of the revolution!

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ZANLA VICTORY POINTS

- Per Rhodesian seriously wounded: 1pt
- Per Rhodesian killed or captured: 3 pts
- Per Rhodesian helicopter forced down or destroyed: 10 pts
- Per insurgent that exits the Western board edge before the end of turn 10: 2 pt

ZANLA FORCES

ZANLA basic attributes
Initiative Level: N/A
Confidence Level: Normal
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D6

ZANLA Commander w/TT35 pistol

ZANLA Band one
1x Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
4x Guerrillas w/AK-47

ZANLA Band two
1x Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
4x Guerrillas w/AK-47

ZANLA Band three
1x Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
4x Guerrillas w/AK-47

ZANLA Band four
1x Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
4x Guerrillas w/AK-47

ZANLA Weapons Team
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
1x Guerrilla w/AK-47

ZANLA Weapons Team
1x Gunner w/RPG-2 (Med. AP:2/AT:2(M)
1x Guerrilla w/AK-47

SPECIAL RULES

DEPLOYMENT

All ZANLA units start on the board and are considered to be Hidden. On turn 1 the three RLI stop groups are inserted via helicopter. The Alouette III G-cars may enter from any table edge.

ZANLA REINFORCEMENTS

Starting turn 2, roll for ZANLA reinforcements against an insurgency level of "4." If reinforcements appear roll 1D10 on the following table. All ZANLA troops are considered to be Troop Quality/Morale: D6/D6. Unless a leader is specified, units come onto the board leaderless. Roll to see on which Hot Spot each unit enters. Units may be placed within 4" of the Hot Spot.

RHODSIAN REINFORCEMENTS

At the beginning of turn 3 the Rhodesian player rolls 1D6. On a roll of 1 or 2, 1 paratrooper stick may enter as reinforcement from the Eastern board edge. A roll of 3 or 4 allows 2 sticks, rolling 5 or 6 allows 3. This represents troops from the sweep line approaching.

STICK MEDICS

A single trooper from each RLI stick is considered to be medic trained and be carrying a "stick medic's pack". Therefore the RLI troops use the Advanced First Aid table.

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D10 Roll	Reinforcements Received
1	2x Guerrillas w/AK, 1x Guerrilla w/RPD (Lt. AP:1/AT:0)
2	2x Guerrillas w/AK, 1x Guerrilla w/RPD (Lt. AP:1/AT:0) PLUS roll again
3	1D6 Guerrillas w/AK, 1x Leader (D8/D8) w/AK
4	1D6 Guerrillas w/AK, 1x Leader (D8/D8) w/AK
5	1D6 Guerrillas w/AK, 1x Guerrilla w/RPG-2 (Med. AP:2/AT:1(M)
6	2D6 Guerrillas w/AK
7	2D6 Guerrillas w/AK, 1x Guerrilla w/RPD (Lt. AP:1/AT:0), 1x Leader w/AK
8	2D6 Guerrillas w/AK, 1x Guerrilla w/RPG-2 (Med. AP:2/AT:2(M), 1x Leader w/AK
9	1D6 Guerrillas w/AK, 1x Guerrilla w/RPG-2 (Med. AP:2/AT:2(M), 1x Leader w/AK
10	5x Guerrillas w/AK, 1x Leader (D8/D8) w/AK PLUS roll again

EYE IN THE SKY

With the Fireforce commander directing the action from his perch in the K-Car and a close air support Lynx orbiting the area, enemy forces will find it hard to move without being seen. Therefore, ZANLA units may not employ Out of Contact Movement.

BOMBSHELL

ZANLA units suffer from the Shrinkage rule.

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THE SOUTH AFRICAN BORDER WAR, 1966–89

The roots of the long conflict that raged in Southwest Africa (now known as Namibia) and would eventually spill over into Angola can be directly traced to the end of the First World War and the dissolution of Germany's colonial possessions.

After Germany's defeat in World War I, the control of its former colony, Southwest Africa, was handed over to South Africa by a League of Nations mandate. After the end of World War II, South Africa petitioned the newly formed United Nations to be permitted to absorb the territory as a province. The request was refused, which in turn led to a drawn out legal battle by South Africa in the International Court of Justice, which would eventually end in 1971 with the court declaring South Africa's continued occupation of Southwest Africa to be illegal. South Africa's treatment of Southwest Africa as a de facto province would lead to unrest within the country and eventually into an insurgency campaign.

It is impossible to examine the factors that led to the Border War without discussing Apartheid. Simply put, Apartheid was a set of laws and ordinances that were put in place in the post-World War II years by the South African government to control the black majority population. Apartheid laws greatly restricted the employment opportunities and freedom of movement of black South Africans as well as completely removing their voice in the government by denying them the vote. It was the extension of these policies into Southwest Africa that was the sticking point that caused the UN's refusal to allow the annexation of the territory. To the eyes of most white South Africans, the policies were an understandable defensive measure, but to most of the rest of the world they appeared to be a human rights violation and the suppression of the majority population by a powerful minority group. The result was international condemnation that would eventually lead to economic sanctions and embargoes that would complicate South Africa's war effort.

The threat that the South Africans saw, was the spread of Communism in southern Africa. The so-called "domino effect" in which one country falling to Communism facilitating similar events and eventual Communist revolutions in neighboring countries had been one of the justifications for Western intervention in Vietnam. In southern Africa, this phenomenon became a reality, with several countries falling in turn to Marxist movements. By 1980, South Africa was the only

The South African Border War took a more conventional form than other African conflicts. Shown here, South African infantry with a Casspir mine-protected APC (photo: Dave Bennett, models: Peter Pig & QRF).

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An Angolan BTR-60 (photo: Dave Bennett, models: Peter Pig & Skytrex).

remaining country in the region that had not come under control of a Communist-backed leftist regime.

The first real fighting in Southwest Africa began in 1966 when insurgents from the Soviet-backed Southwest African People's Organization (SWAPO) launched attacks into the country from bases in newly independent Zambia. Thus began a long counter-insurgency campaign in which elements of the South African Defense Forces and Police would attempt to locate and destroy insurgent incursions into the territory as well as eventually attacking enemy bases in neighboring countries.

The conflict was very similar in nature to the fighting that occurred at roughly the same time in Rhodesia. (See chapter three for details of that conflict.) Tracking and reconnaissance units located insurgent groups that had crossed the border and then highly trained and well-armed SADF units would be called in to destroy them. The difference was, of course, that South Africa's army was many times the size of the Rhodesian Security Forces and employed numbers of advanced aircraft, armored vehicles, and other heavy weapons that the Rhodesians could only dream of. Against this, the forces of SWAPO could only field light weapons such as small arms, with the occasional heavy weapon or vehicle in support.

SADF units ranged from poorly trained militia type units in Southwest Africa itself with some police units, to modern mechanized formations, to a wide range of highly trained special forces and counter-insurgency specialist units. Two of the more famous of these were the 32nd Light Infantry Battalion and Koevoet. The 32nd Battalion was a lightly armed, mixed-race, Portuguese-speaking unit that was deployed on long range "search and destroy" type missions inside of Angola. Koevoet (Afrikaans for "crowbar") was a specialist police unit that was also utilized for tracking down and destroying insurgent groups. Koevoet formations were fast moving columns mounted in mine-protected APCs that employed highly skilled trackers on foot to lead them to their targets. Both units would be among the most successful South African formations of the war and would amass a sizable kill rate.

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As was the case with Rhodesia, South Africa's war completely changed after the coup in Portugal in 1974. The territories that had formerly been colonies of Portugal (Angola and Mozambique) were given independence and both immediately fell into disorder and civil war. Understandably concerned about a new hostile state appearing on the border with Southwest Africa, South Africa threw its support behind the two anti-Communist insurgent groups in Angola: União Nacional para a Independência Total de Angola (UNITA) and the National Front for the Liberation of Angola (FNLA). This would eventually lead to direct South African incursions into Angola and confrontations with the Marxist faction fighting to control Angola, the Popular Movement for the Liberation of Angola (MPLA). Although South African intervention in the opening stages of the Angolan Civil War would be brief, it would open up a new front in the border war. Although the civil war in Angola would continue for decades, by the late '70s a Soviet-backed government would be in political control of Angola.

South African intervention in Angola also brought Cuba into the conflict. In aid of its fellow Marxists, the Cuban government sent aid to Angola starting in 1975. Cubans provided advisors and training to the Angolan army, many of the pilots in their air force, and eventually ground forces to suplement the Angolan army. By 1987 there were over 40,000 Cubans operating in Angola, including some 20,000 troops comprising 12 mechanized infantry regiments.

By the 1980s, the Border War had changed in character. Although the entry of Angola into the mix provided SWAPO a new friendly nation from which to launch its insurgent campaign, the war began to take on more and more of a conventional character with clashes between regular armored forces and a full scale air war between two relatively modern air forces. This would come to a climax in late 1987 around the town of Cuito Cuanavale in southeast Angola. It began as a large scale Angolan offensive to destroy UNITA. The subsequent South African counter attack was eventually halted by the intervention of large numbers of Cuban troops in March of 1988. Cuito Cuanavale was the largest land battle fought on the African continent since the end of World War II. To this day, there is a debate amongst Cuban and South African sources as to who actually "won" the battle, but given that Angolan/Cuban forces failed in their initial mission of destroying UNITA forces in southern Angola (and in the process suffered a casualty rate several times higher than their opponents) Cuito Cuanavale should probably be regarded as a South African tactical victory.

The battle of Cuito Cuanavale shocked both sides with its intensity and soon after its conclusion the combatants resumed peace talks to bring the war to an end. The final agreement resulted in the eventual withdrawal of South African and Cuban forces from Angola and a transition to independence in 1989 for the new nation of Namibia. It is debatable as to how much the South African border war contributed to the eventual fall of the Apartheid government. Despite decades as a pariah nation under

A South African Eland 90 armored car and mounted infantry on patrol (photo: Dave Bennett, models: Peter Pig).

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international sanctions, South Africa never experienced the sort of economic stresses and manpower shortages that eventually brought Rhodesia to its knees. That being said, the demands on white South African citizens due to the country's National Service system would eventually cause war weariness and discontent amongst the section of the population liable to conscription. In any event, a general election in 1994 would lead to an African National Congress-dominated government and an end to the Apartheid system as well as the likelihood of further South African military intervention in neighboring countries.

The death toll of the South African Border War is thought to be around 500,000 in all, although the real total is unknown and this figure may very well be too low. Large sections of Namibia were devastated and the actual border area was almost totally depopulated by war's end.

From a gaming perspective, the Border War has much to offer. Not only does it feature classic counter-insurgency type engagements, it also offers up something almost totally unique to the region: large scale combined arms battles involving tanks and other heavy forces. Finally, there is much diversity to keep the gamer interested in that there are no less than five separate factions involved in the fighting and the troops involved ranged from lightly armed insurgents, to mounted cavalry, to tanks and mechanized infantry.

SADF pathfinder, 44 Para Brigade, 1982

Operation *Driehoek*: Recce on the Savannah

5 February 1980

This scenario takes place in the 5th military region of Angola, comprised of the provinces of Cunene, Huila and Namibe, and headquartered in the city of Lubango (formerly Sá da Bandeira). It represents one of the first operations in 1980 that would set the pattern for continuous low-intensity fighting between elements of the SADF and the SWAPO guerrillas (PLAN).

Information available at the time to the SADF GHQ, mostly acquired from UNITA informers and aircraft reconnaissance, identified guerrilla zones of concentration, paths and supply caches in the area of the village of Chiede (20 km north of the Namibia's border) in preparation for attacks on villages near the border. These attacks would receive some support, mostly political and logistical, from the FAPLA.

UNITA information, passed through secret channels, seemed to indicate three armed groups, ranging from 25 to 150 fighters each, were active in the region, all staging at convenient locations to cross the Namibian Border.

An SADF task force was created to launch an operation on 4 February 1980 and was composed of two companies from 32nd Battalion, including Recce groups.

While the mechanized groups (mounted in Buffels and Unimogs)

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HISTORICAL OUTCOME

Operation *Driehoek* was a success that put a temporary stop to further actions by SWAPO armed groups and forced them to locate their training camps deeper inside Angola under the protective umbrella of the MPLA government.

This Operation also marked the start of some successful anti-PLAN actions on the part of the SADF special groups, establishing the most common pattern of action on the border until the end of hostilities in 1989.

were crossing the border toward their objectives, Recce sticks were inserted by helicopter deep in the rear of assumed gatherings points of the SWAPO guerrillas. The Recce units were tasked not only with gathering more reliable intel, but also with disrupting SWAPO activity and, if possible, the destruction of any ammunition and weapon caches they encountered. Once Recce units fixed the enemy's position, they were to push any armed groups from the PLAN towards the mechanized group, catching the guerrillas between a hammer and an anvil.

This scenario depicts an action typical of the Recce Teams early operations in the Chiede area. It revolves around their efforts to establish the exact positions of the PLAN's armed groups and develop intelligence on SWAPO activity.

The scenario in itself is comprised of two parts, the first concerning the gathering of intel, and the second with the complementary mission. Thus, two maps are presented with this scenario.

PART 1: "GET ME A PRISONER"

SCENARIO INFORMATION

Duration of Game: 6 turns

Initiative: Asymmetric – SADF has Initiative for the duration

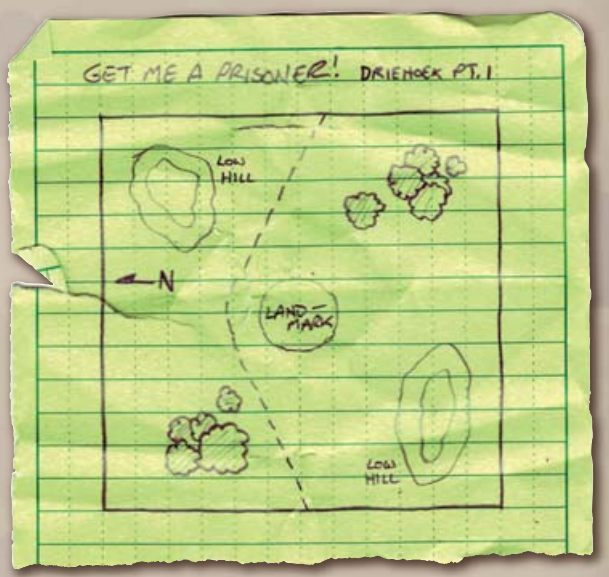
Special Conditions:

- SADF units are Recce units and are considered to have the *Indigenous Scout* capability at full TQ
- Air Defense Environment: N/A

Fog of War: Generated by Reaction Tests

Table Size: 3' x 3' (15mm/20mm), 4' x 4' (20mm/28mm)

- 1: PLAN Force may set up anywhere south of the dotted line, but at least 6" from south border
- 2: SADF Forces setup on the north map border



SADF MISSION

You have been inserted some kilometers to the rear of the enemy by Alouette III G-Car. After rechecking your position, you are to advance towards a major known geographic landmark, pinpointed by the UNITA information services.

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Intel available at the moment states that this area is a gathering spot for one of the PLAN's armed groups in the area. You are to identify the enemy and develop an estimate of their numbers and quality.

Detect and engage the group – force them towards the mechanized groups en route towards you. Capture at least one prisoner for further interrogation, with the objective of recovering valuable information about the presence of eventual weapons caches in the area or other intel.

SADF VICTORY POINTS

- Per PLAN Infantry Unit Reduced below half strength: 3pts
- Per PLAN fighter captured: 5pts

SADF FORCES

SADF Basic Attributes
Initiative Level: D10
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D10/D10

SADF 1st Reconnaissance Regiment
Zulu Group Stick A
1x FTL w/small arms
1x Gunner w/FN MAG (Med. AP:2/AT:0)
1x Rifleman w/small arms and Radio
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

Zulu Group Stick B
1x FTL w/small arms
1x Gunner w/FN MAG (Med. AP:2/AT:0)
1x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

Zulu Group Stick C
1x FTL w/small arms
1x Gunner w/FN MAG (Med. AP:2/AT:0)
1x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

SADF Assets
Roll 1D6
1–5: Alouette III G-car (Armor: 3D8) w/7.62mm FN-MAG (Med. AP:2/AT:0) – TQ/Morale: D10/D10
6: Alouette III K-car (Armor: 3D8) with MG 151/20 mm Cannon (Hvy. AP:5/AT:2 – May conduct pylon attacks) – TQ/Morale: D10/D10

PLAN MISSION

You are in southern Angola preparing to start this season's strikes on the Apartheid's occupied area of your beloved Namibia.

Following some tutelage in camps established by the People's Republic of Angola Army (FAPLA) you have been trained, either militarily or politically, to accomplish the objectives of the Great Revolution. You are travelling with your comrades towards a concentration point near the border when scout elements report helos nearby. You expected a possible attack by the dreadful forces of the SADF.

Your group is ordered to hold the fascists while your leaders prepare an enveloping force to the rear, which will take some time.

Sacrifice yourself for the Revolution and Freedom of Namibia, and bring down the hateful troops of SADF, many of whom are traitors to the cause. Leave no one behind in any case.

You must resist until turn 5 and try to escape the tabletop on turn 6.

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PLAN/SWAPO VICTORY POINTS

- If the SADF didn't manage to get a single Prisoner: PLAN Decisive Victory
- Per SADF Soldier KIA or heavily wounded: 3pts
- Per SADF Soldier Lightly wounded: 2pts
- Per SADF Soldier POW: 3pts

PLAN FORCES

PLAN Basic Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D8

Group "Agostinho Neto"
1x Leader w/small arms
1x Gunner w/PKM (Lt. AP:1/AT:0)
5x Rifleman w/small arms

Group "Amilcar Cabral"
1x Leader w/small arms
4x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

Group "Che Guevara"
1x Leader w/small arms
1x Gunner w/PKM (Lt. AP:1/AT:0)
5x Rifleman w/small arms

Group "Fidel Castro"
1x Leader w/small arms
4x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

SPECIAL RULES

PLAN REINFORCEMENTS

Insurgency level 3. Use the following reinforcements (only these are available: once both groups arrive, no more reinforcements are available):

Group "Lenin"
1x Leader w/small arms
D6+2x Rifleman w/small arms

Group "Karl Marx"
1x Leader w/small arms
D8+2x Rifleman w/small arms

PLAN DEPLOYMENT

Groups deployed on the table are Hidden. Set 5 Hot Spots, divided between the west, east and south border, at least 6" apart.

SADF LIEUTENANT, 32 BATTALION, 1985

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PART 2: "KNOCK 'EM OUT"

SCENARIO INFORMATION

Duration of Game: 6 turns

Initiative: Asymmetric – SADF has Initiative for the duration

Special Conditions:

- SADF units are Recce units and are considered to have the *Indigenous Scout* capability at full TQ
- Air Defense Environment: N/A

Fog of War: Generated by Reaction Tests

Table Size: 3' x 3' (15mm/20mm), 4' x 4' (20mm/28mm)

- 1: PLAN Force set up inside the marked area
- 2: SADF Forces set up on the north map border

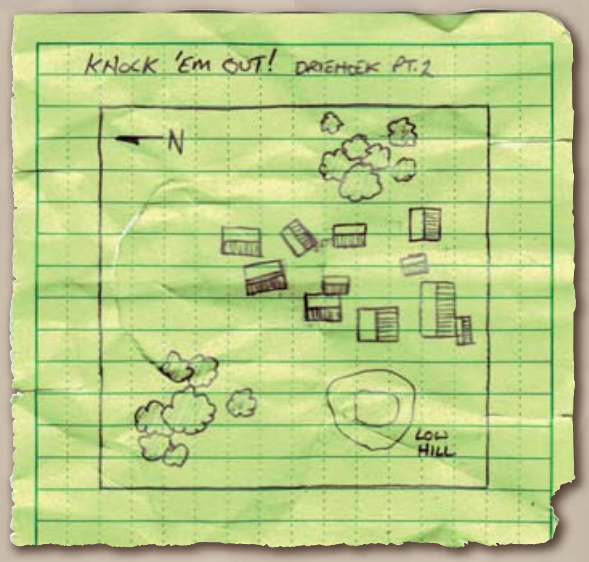
SADF MISSION

If you manage to capture at least one prisoner in Part 1, roll on the interrogation table below to determine your follow-up mission. If you took no prisoners, this scenario is completed.

D6 Roll	Follow-up mission
1–3	Weapons Cache. A weapons cache is nearby. Find and destroy it
4	POI. A local political leader of the SWAPO is in hiding a few klicks from you. Capture or eliminate him
5	POI. A local militia leader was in one of the PLAN groups that managed to escape. Track him down and capture or eliminate him
6	Wonder Weapon. PLAN has a new weapon nearby (AFV, Technical, AA battery). Find it and destroy it

SADF VICTORY POINTS

- Per PLAN Infantry Unit Reduced below Half Strength: 3pts
- If TARGET (as rolled on the above table) captured or destroyed/eliminated: 15pts



SADF FORCES

Any element in good condition from Part 1 (at least 50% strength) will be in use on part 2, entering from north border, while any badly wounded figure will be evacuated by Alouette III after part 1 of the scenario.

The SADF has the same Assets as were available in Part 1.

PLAN/SWAPO MISSION

You have been discovered! Now it's time to protect your most cherished asset (as determined by the roll on the SADF interrogation table). Hold the enemy long enough to secure the safety of the asset and then make your escape! Live to fight the evil SA another day!

Cause maximum damage to the SADF while protecting the Asset.

PLAN/SWAPO VICTORY POINTS

- If the SADF didn't manage to Detect/Capture/Disable the Assets: PLAN Decisive Victory
- Per SADF Soldier KIA or heavily wounded: 3pts
- Per SADF Soldier Lightly wounded: 2pts
- Per SADF Soldier POW: 5pts

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PLAN FORCES

PLAN Basic Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D8 unless noted

Group "Nelson Mandela" *(TQ/Morale D8/D8)*
1x Leader w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
5x Rifleman w/small arms
This is the group attached to the Asset for its protection.

Group "Trotsky"
1x Leader w/small arms
4x Rifleman w/small arms
1x Gunner w/PKM (Med. AP:2/AT:0)

Group "Estaline"
1x Leader w/small arms
1x Gunner w/PKM (Med. AP:2/AT:0)
5x Rifleman w/small arms

Group "Nino Vieira"
1x Leader w/small arms
4x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

SPECIAL RULES

PLAN REINFORCEMENTS

Insurgency level 3. Use the following reinforcements plus any Group that escaped from part 1:

Group "Mao"
1x Leader w/small arms
D8+3x Rifleman w/small arms

Group "Julius"
1x Leader w/small arms
D6+4x Rifleman w/small arms

PLAN DEPLOYMENT

Groups deployed on the table are Hidden. Set 5 Hot Spots, divided between the west, east and south border, at least 6" apart. Secretly place the objective asset in the PLAN set-up area. These assets can only move if SADF forces approach within their Optimum Range.

SCENARIO NOTES

This scenario represents one of the most common actions seen in the Border Wars. It has a lot in common with similar actions seen during the Portuguese Colonial Wars (after 1970) and the Bush Wars that pitted Ian Smith's Rhodesia against ZANU and ZIPRA forces – the famous Fireforce actions.

We have set a random table for the possible missions, all based on historical actions, to make this scenario more re-playable. With some thought, this scenario could be used for a variety of African settings. One possible use is to change forces, putting some Angolan Special Forces on the hunt for Jonas Savimbi in February 2002, a mission which would end with the death of the latter: Part 1 would take place around a small camp on the savannah and Part 2 near a small river.

To represent a more normal SADF operation, instead of sticks from the Recce, just use a couple of Buffels or Recce Unimogs loaded with infantry.

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OPERATION *ASKARI*: FINAL ASSAULT ON CUVELAI

11 December 1983

Operation *Askari* was the 6th big offensive by the SADF in southern Angola. The operation kicked off on 6 December 1983 and wrapped up by the end of January after a string of mild successes and plenty of controversy in the UN. The SADF's goal was to derail a possible spring offensive by PLAN (the armed forces of SWAPO) in northern Namibia by creating a buffer region controlled by the SADF and their UNITA allies and free of the influence of PLAN, FAR or FAPLA troops operating from the axis of Cahama, Mulondo and Cuvelai.

After the first skirmishes, the FAPLA decided to go on the defensive, utilizing fortified lines which they had begun preparing in 1980 in the hopes that these prepared defenses would mitigate the greater offensive capacity of the SADF. The SADF soon faced a new tactical reality in which FAPLA met their thrusts with heavily entrenched troops well supported by AA, tanks and artillery. Particularly novel was the aggressive use of AFVs by FAPLA in armored counterattacks. SADF troops found themselves entangled in close combat operations against a very tenacious enemy.

The advance stalled while SADF struggled to penetrate their enemy's defensive works. In some areas, SA regulars were taking a terrible beating and found themselves on the edge of disaster. One such unit was the 82nd Mech Battalion (Citizen Unit) operating in the Cuvelai sector. Their situation deteriorated to the point that SADF GHQ was forced to rush the 61st Mech Battalion, an elite unit assigned to the Cahama sector, to try to force a victory in the Cuvelai area.

After some 11 hours of hard fighting in which the SA enjoyed superiority in both air and artillery support, the 61st Mech Battalion manage to break the FAPLA defenses and set about mopping up enemy troops in Cuvelai, a task that would require another full day to complete. This victory marked the high water point for Operation *Askari* and constituted the only major objective fulfilled before the operation was called off a short time later.

This scenario depicts the actions by men of Task Force X-RAY (61st Mech Battalion) in breaking the final line of fortifications on the southern outskirts of Cuvelai.

SCENARIO NOTES

This scenario's designer, José Ventura, is in debt to José Pargana regarding this scenario. José Pargana generously provided the majority of the research upon which "Operation *Askari*" is based.

For game balance, give the FAPLA player an extra 50% of fortifications as dummies, to be set on the start of the game. The SADF must detect which ones are occupied or not. Only occupied fortifications will count for Victory conditions.

The presence of Olifants in the battle is a much disputed issue, with the South African official sources stating that they weren't there. Both SADF & FAPLA veterans steadfastly assert Olifants were used in this particular action, even stating that one was immobilized, and later towed way. It is up to you to use them or not. If not, replace them with Ratel 90s.

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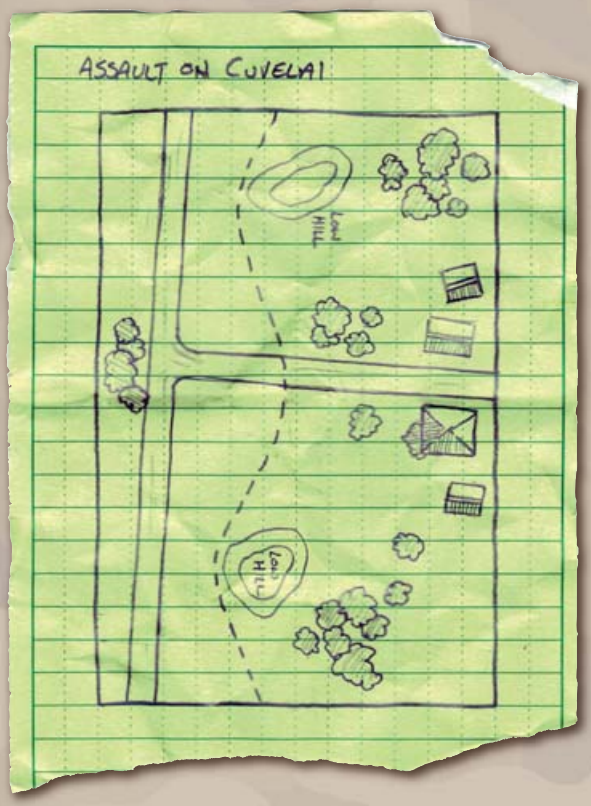

SADF MISSION

For the last 48 hours, the 61st Mech Battalion has been involved in some close and personal combat with entrenched elements from FAPLA and their "Cuban Advisers. Thanks to our artillery superiority and close support from Impalas and Alouettes, we managed to reach the final phase line just outside the ramshackle city of Cuvelai. The only thing of importance in this area is the airstrip.

SADF VICTORY POINTS

- Per bunker cleared: 3pts
- Per vehicle or half-strength + unit that exits north edge of the table by end of turn 8: 3pts
- Per vehicle or half-strength + unit that exits north edge of the table on turn 10: 1pt
- Per FAPLA Infantry Unit reduced below half strength: 3pts
- Per FAPLA Vehicle Disabled: 3pts
- Per FAPLA Vehicle Destroyed: 5pts

SCENARIO INFORMATION

Duration of Game: 10 turns

Initiative: SADF has Initiative until turn 5. Test thereafter.

Special Conditions:

- Air Defense Environment – Light
- FAPLA forces start the game *Hidden*, fortifications are visible

Fog of War: Generated by Reaction Tests

Special Assets: Generated by Reaction Tests and as described on the forces roster

Table Size: 3' x 2' (15mm or 20mm), 6' x 4' (20mm or 28mm)

- 1: FAPLA Force may set up anywhere north of the dashed line
- 2: SADF Forces enter on the south map border

SADF FORCES

SADF Basic Attributes

Initiative Level: D10

Confidence Level: High

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D10/D10 (unless otherwise noted)

SADF Elements from 61st Mech Battalion

Squad 1

1x Ratel 20 IFV

Fireteam 1A

1x FTL w/R4

1x Gunner w/FN MAG (Med. AP:2/AT:0)

2x Rifleman w/R4

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Fireteam 1B
1x FTL w/R4
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
2x Rifleman w/R4

Squad 2
1x Ratel 20 IFV
Fireteam 2A
1x FTL w/R4
1x Gunner w/FN MAG (Med. AP:2/AT:0)
2x Rifleman w/R4

Fireteam 2B
1x FTL w/R4
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
2x Rifleman w/R4

Squad 3
1x Ratel 20 IFV
Fireteam 3A
1x FTL w/R4
1x Gunner w/FN MAG (Med. AP:2/AT:0)
2x Rifleman w/R4

Fireteam 3B
1x FTL w/R4
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
2x Rifleman w/R4

Eland Platoon (TQ/Morale: D8/D10)
2x Ratel 90

SADF captain, 32 Battalion Recce Wing, 1983

SADF Assets
Roll D6
1–2: SADF Tank Platoon (TQ/Morale: D8/D10)
2x Olifant Mk.1a MBT (if they didn't appear earlier due to Fog of War card, they show up at the start of turn 7)

3: TAC Team (TQ/Morale: D10/D10)
1x Ratel Command
1x Terminal Air Controller w/small arms
1x Impala (Slow) Aircraft doing a maximum of 2 bomb runs – 2x Light Bomb (250lbs JDAM): AP:8/AT:6(H) (6" radius)

4: FO Team (TQ/Morale: D10/D10)
1x Ratel Command
1x Forward Observer w/small arms
3x Fire Missions Heavy Mortar Salvo: AP:6/AT:2(M) (6" radius)

5: UNITA/FALA Regular Squad (TQ/Morale: D8/D8)
1x Truck
Fireteam A
1x FTL w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
3x Rifleman w/AK

Fireteam B
1x FTL w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

6: UNITA/FALA Irregular Squad (TQ/Morale: D6/D8)
1x Truck

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Fireteam A
1x FTL w/AK
1x Gunner w/RPD (Lt. AP:1)
3x Rifleman w/AK

Fireteam B
1x FTL w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

FAPLA MISSION

Once again, the racist army from South Africa attacks our beloved country and state. But now we have the support of our brothers and comrades from across the Atlantic! We are now prepared for the enemy, with good shelters to deny their artillery and aviation.

We are holding the last line of defense – and are the best prepared – so we must not fail! So the Commissar told us...

Hold the current position and destroy any unit trying to reach Cuvelai!

FAPLA VICTORY POINTS

- No SADF units exit the board by the end of turn 10: DECISIVE FAPLA VICTORY!
- Per SADF vehicle disabled/K.O.: 5pts
- Per SADF Soldier POW: 3pts
- Per SADF Infantry Unit reduced below half strength: 2pts

FAPLA FORCES

FAPLA Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: Varies, see below.

Elements 2nd Battalion from 11th Brigade
(TQ/Morale D8/D8)

Squad 1
Fireteam 1A
1x Lt. w/AK
1x Gunner w/PKM (Med. AP:2/AT:0)
3x Rifleman w/AK

Fireteam 1B
1 x Lt. w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

Squad 2
Fireteam 2A
1x Lt. w/AK
1x Gunner w/PKM (Med. AP:2/AT:0)
3x Rifleman w/AK

Fireteam 2B
1x Lt. w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

Squad 3
Fireteam 3A
1x Lt. w/AK
1x Gunner w/PKM (Med. AP:2/AT:0)
3x Rifleman w/AK

Fireteam 3B
1x Lt. w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

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Anti-Aircraft Team (TQ/Morale D8/D8)
1x Lt. w/small arms
1x Gunner w/SA-7 Strela

HMG Team (Weapon Team Bonus) (TQ/Morale D8/D8)
1x Lt. w/12.7mm DShK HMG (Hvy.AP:3/AT:1(L)
3x Gunner

HMG Team (Weapon Team Bonus) (TQ/Morale D8/D10)
1x Lt. w/1x 12.7mm DShK (Hvy.AP:3/AT:1(L)
3x Gunner

Sagger Team (Weapon Team Bonus) (TQ/Morale D8/D8)
1x Lt. w/Small Arms
1x Gunner w/MCLOS AT Missile Launcher (Sagger: Hvy AT:3/AP:4)

Tank Platoon (TQ/Morale D6/D8)
2x T-54/T-55 MBT

Fortifications
2x HMG Bunker (+3D cover)
5x Sandbag position for a team (+2D cover)
12x Barbed wire elements (4")

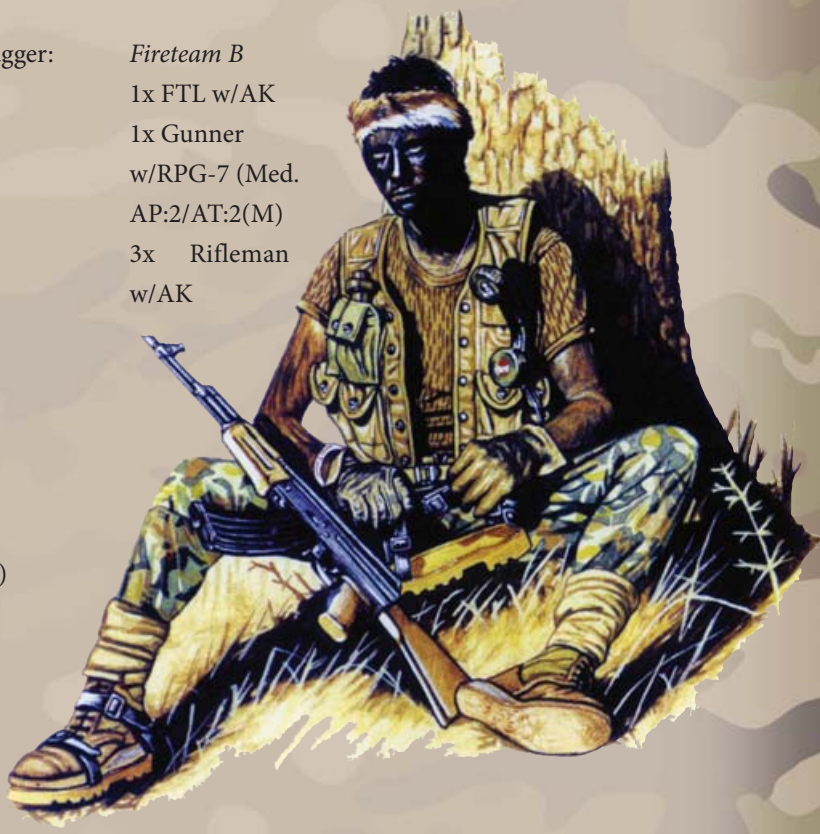
FAPLA Assets
Roll D6
1–2: FAPLA Tank Platoon (TQ/Morale: D6/D8)
2x T-54/T-55 MBT
3: AA Gun Truck (TQ/Morale: D8/D8)
1x Truck w/ZPU-23-2
4: FAPLA Regular Squad (TQ/Morale: D8/D8)

Fireteam A
1x Lt. w/AK
1x Gunner w/PKM (Med. AP:2/AT:0)
3x Rifleman w/AK

Fireteam B
1x Lt. w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK
5–6: PLAN/SWAPO Irregular Squad (TQ/Morale: D6/D8)

Fireteam A
1x FTL w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
3x Rifleman w/AK

Fireteam B
1x FTL w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK



SADF special forces operator, 1982

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OPERATION *CONGRESSO II*: KILLING BUSHES

By late 1984, UNITA controlled almost a third of Angolan territory, including some areas rich in natural resources and fundamental to the survival of a complex military machine. This situation, together with their significance in the context of Cold War secondary conflicts, led to support from groups as diverse as the USA (mostly via the CIA), the People's Republic of China and the government of South Africa. Most of this support was provided covertly, as a means of opposing the USSR and Cuban pretensions on the area.

On the part of the government of the Popular Republic of Angola (MPLA), the status quo was difficult to accept. From 1985 on, with direct supervision from Soviet and Cuban advisors, a new build-up of the national army (FAPLA), flush with newly arrived military material, was underway. In 1986, the Central Command of the FAPLA, was confident enough to start planning a new offensive in Kuando Kubango, south east of Angola, in the 6th Military Region. Its goal was the city of Mavinga, the nerve center of UNITA.

The operation started in early June, with a two-pronged attack towards Mavinga and Jamba (UNITA GHQ) with inter-arms mechanized units well supported by aerial assets. The story of this operation would set a pattern for the late Border War actions, pitting UNITA vs. FAPLA, with spearheads thrusting into a sea of guerrillas with little opposition as the guerrillas evaded contact and destruction. As the guerrillas came nearer to vital UNITA nodes, UNITA resistance began to mount, calling in heavy assets available to UNITA, such as AT weapons and some captured AFVs: the famous "Cassadores" units. On the rearguard, the flexible guerrilla UNITA groups began to attack the already unreliable FAPLA logistics network. This, coupled with a lack of coordination by the FAPLA commanders, soon bogged down their advance, ultimately resulting in its cancellation. The status quo was restored, but at the cost of thousands of lives on both sides. Even so, in early August of 1986 some FAPLA spearheads still endangered UNITA centers of power. The SADF activated some of their units, attacking FAPLA forces using the long range G5 artillery system and Valkiri MLRS (Operation *Alpha Centauri*). By the middle of August, the FAPLA offensive finally died out completely.

This scenario depicts actions by one of FAPLA's spearheads, mostly recce troops late in the campaign, as they begin to face heavy opposition from UNITA forces who are now under orders to bring FAPLA incursions to a halt.

A South African Ratel 90 support vehicle (photo: William Atkinson, model: Liberation).

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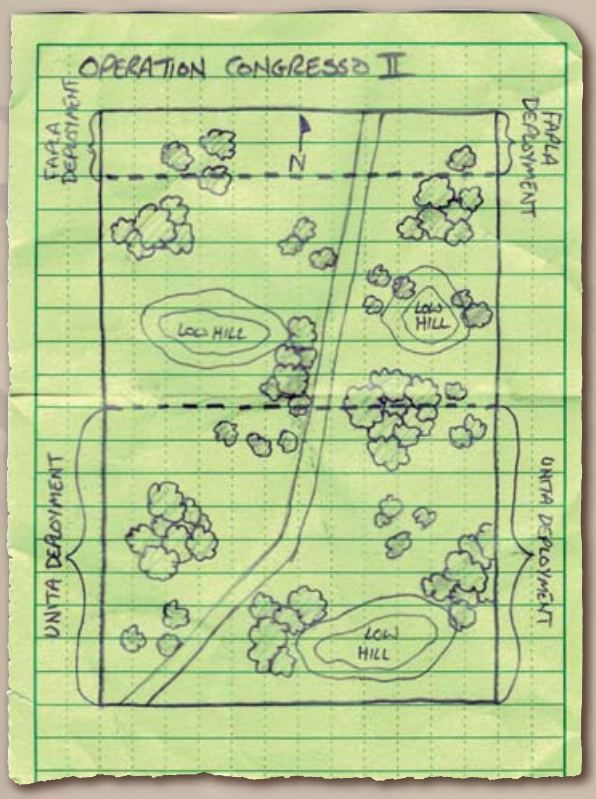

SCENARIO INFORMATION

Duration of Game: 12 turns

Initiative: Kinetic – FAPLA through turn 5; test for subsequent turns

Special Conditions:

- FALA/UNITA units already on table in Hidden and Ambush Situation
- Air Defense Environment - None

Fog of War: Generated by Reaction Tests

Special Assets: Generated by Reaction Tests and as described on the forces roster

Table Size: 3' x 2' (15mm/20mm), 6' x 4' (20mm/28mm)

- 1: UNITA Forces may set up anywhere south of the dashed line, but at least 6" from south border
- 2: FAPLA Forces setup north of the dashed line

FAPLA MISSION

Over the last month, units from FAPLA, together with some Cuban support units, started a major offensive to destroy UNITA forces that occupy the southern portion of our motherland.

You are commanding an armored spearhead. You are tasked with detecting and engaging UNITA formations. You are to keep moving towards their HQs in Mavinga and Jamba.

FAPLA VICTORY POINTS

- Per FALA/UNITA Infantry Unit Reduced below half strength: 5pts
- Per FALA/UNITA soldier captured: 3pts

FAPLA FORCES

FAPLA Basic Attributes

Initiative Level: D8

Confidence Level: Confident

Supply Level: Normal

Body Armor: N/A

Troop Quality/Morale: D8/D8

FAPLA elements from 13th Mech Brigade

Battlegroup Command

1x Major w/pistol & AK

1x Political Commissar w/pistol & AK (TQ/Morale D8/D10)

Player selects which vehicle this element occupies

1st Section

Team 1

1x SL w/AK

1x Gunner w/RPK (Lt. AP:1/AT:0)

3x Rifleman w/AK

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Team 2
1x ASL w/AK
1x Gunner w/RPK (Lt. AP:1/AT:0)
2x Rifleman w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
1x BTR-152V (one of the section elements must crew the PKM GPMG (Med. AP:2/AT:0) to be used)

2nd Section
Team 1
1x SL w/AK
1x Gunner w/RPK (Lt. AP:1/AT:0)
3x Rifleman w/AK

Team 2
1x ASL w/AK
1x Gunner w/RPK
(Lt. AP:1/AT:0)
2x Rifleman w/AK
1x Gunner w/RPG-7
(Med. AP:2/AT:1(M)
1x BTR-152V (one of the section elements must crew the PKM GPMG (Med. AP:2/AT:0) to be used

Esquadra de Reconhecimento
2x BDRM-2

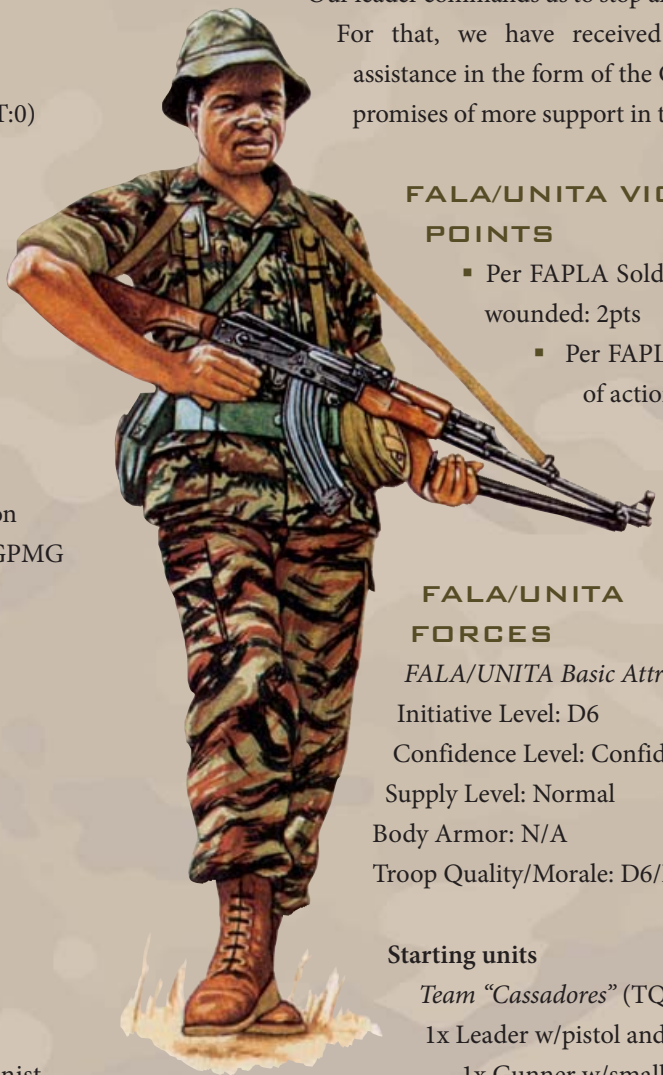
FAPLA Assets
Roll D6
1–5: 2x PT-76
6: 2x T-55

FALA/UNITA MISSION

For the last month the communist regime of MPLA, supported by the USSR and Cuban invaders, have started an offensive to invade the liberated Angolan territory under the rule of our wise and beloved leader, Jonas Savimbi.

In the beginning, our orders were to lay low and avoid potentially lethal contact with the enemy, but now our patience is at an end! The enemy is destroying our villages and murdering or maiming countrymen! Finally the orders releasing our wrath on the enemy have arrived.

Our leader commands us to stop and destroy our foes. For that, we have received some important assistance in the form of the Cassadores and the promises of more support in the future!



SADF RECCE OPERATOR, 1984

FALA/UNITA VICTORY POINTS

- Per FAPLA Soldier KIA or heavily wounded: 2pts
- Per FAPLA AFV KO or out of action: 5pts

FALA/UNITA FORCES

FALA/UNITA Basic Attributes
Initiative Level: D6
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D6/D8 unless noted.

Starting units
Team "Cassadores" (TQ/Morale: D8/D8)
1x Leader w/pistol and small arms
1x Gunner w/small arms
2x crewmen w/small arms

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1x jeep (M38 or Land Rover) with 106mm RR M8 (AP:4/AT:3(M)

Squad "Assunte"
1x Leader w/pistol and small arms
1x Gunner w/RPK (Lt. AP:1/AT:0)
5x Rifleman w/small arms

Squad "Bonito" (TQ/Morale: D8/D8)
1x Leader w/pistol and small arms
5x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

Squad "Carlos"
1x Leader w/pistol and small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
5x Rifleman w/small arms

Squad "Demdê"
1x Leader w/pistol and small arms
5x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

Squad "Inácio"
1x Gunner w/DShK HMG (Hvy.AP:3/AT:1(L)
2x Crewmen w/small arms

FALA/UNITA Reinforcements (deploy after turn 5)
Squad "Anatole" (TQ/Morale: D10/D8)
1x Leader w/pistol and small arms
3x Rifleman w/small arms
1x Gunner w/RPK (Lt. AP:1/AT:0)

Squad "Inácio" (TQ/Morale: D10/D8)
1x Leader w/pistol and small arms
3x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

CARAVANA

1984–88

One of the major problems for the governmental units in Angola (FAPLA) was the logistic arm. In a country where most infra-structures dated from the colonial period and after two decades of civil war were or destroyed or in bad shape, the unreliable organization of the services, mined roads and guerrilla ambushes created bottlenecks which affected all military operations, particularly in south and south-east Angola.

The Cuban contingent and their heavy involvement in the fighting prompted the Cuban GHQ in Angola to reorganize logistic support for troops at the front. After some study and analysis, they adopted what would be called the "Caravana" (caravan) approach, where groups of military and civilian trucks would travel into endangered areas to bring not only troops, but also food, fuel, ammo, and everything the local population needed. The Caravana was often the only outside contact some places had until the end of the conflict, so it wasn't unusual to see trucks and buses carrying civilians in the columns. Soon these Caravanas were regularly traveling from the major ports and supply nodes, such as Namibe, Huambo and Lubango, into dangerous areas like Cuito Cuanavale, Cuvelai, Cahama, Cassinga, and Menongue.

Of particular importance was the route from Menongue to Cuito Cuanavale labeled as "Estrada de la Muerte" (Road of Death) due to frequent attacks by the SADF's air force and artillery as well as UNITA guerrillas who mined the roads and bridges and ambushed convoys. Despite the peril often involved in the Caravana system, their regularity and organization helped maintain the civilian population and eventually secured a political victory in battle for Cuito Cuanaval, and forced the end of the involvement of the SADF in Angola.

One interesting aspect of the Caravanas was the local development of armed and improvised armored escorts

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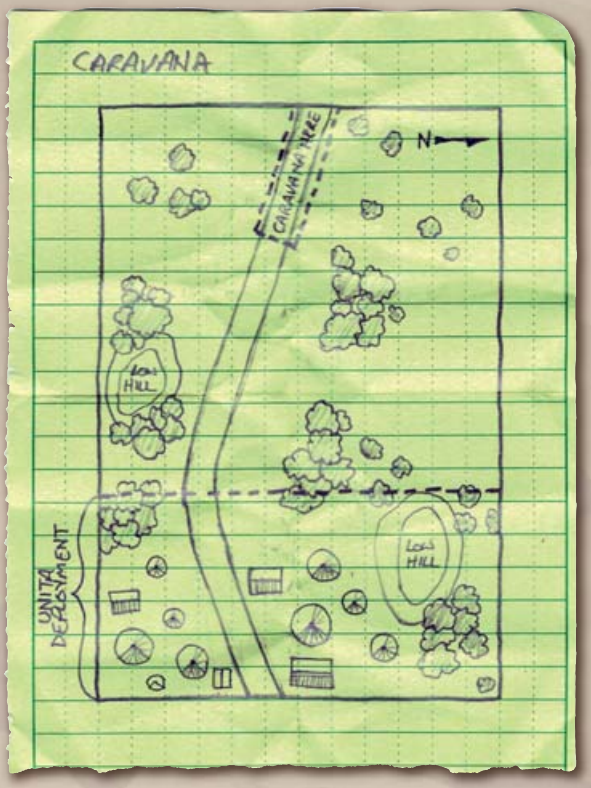
using solutions very similar to (if not based on) the US experience in Vietnam. A "Caravana" was normally composed of two to four columns, each comprised of dozens of vehicles, with some Caravans measuring one or two kilometers in length. A column would have its integral support, normally a lead vehicle (more often than not a BTR-152), a recce AFV (normally one from the BDRM family), a command truck (BTR-152 or a Radio Truck) and an armored gun truck that often mounted the deadly *ZPU-4* (quad mounted KPVT 14.5mm machine guns) or a BTR-152.

Intermingled with the logistics trucks, but in the first half of the column, were two to four armored trucks carrying teams of FAPLA/Cuban troops, with some of these trucks mounting MGs in shield positions. The trucks also featured an armored open top box, with firing slits, and at least one truck in the column mounting an improvised revolving turret containing an AGS 17 or a DShK HMG. At the tail of the column was another BTR-152. Distance between vehicles in the column was at least 30m and no more than 50m, while between the tail of a column and the head of the following, the maximum distance allowed was 100m. Normally a hand-picked team of infantry would ride on the exterior of the lead AFV to provide a quick reaction force and spot mines.

A common tactic used by guerrillas was to sow some mines in an area and wait nearby in hiding. The sound of the mines exploding would signal the execution of an ambush. As a result, it was standard operating procedure for Caravan leaders to dismount and check likely ambush sites on foot. Then mines could be defused and a counter-ambush could be launched against the guerrillas.

The following scenario is purely hypothetical, but is entirely based on historical Caravana actions.



SCENARIO INFORMATION

Duration of Game: 12 turns

Initiative: Kinetic – FAPLA/Cuban first six turns. Test for initiative on subsequent turns.

Special Conditions:

- FALA/UNITA units already on table in Hidden and Ambush Situation
- While travelling in column the maximum move is 5"
- No non-military truck will ever leave the road
- Air Defense Environment: N/A

Fog of War: Generated by Reaction Tests

Table Size: 3' x 2' (15mm/20mm), 6' x 4' (20mm/28mm)

- 1: UNITA Forces may set up anywhere in the Owanbo village, Dug-in (+2D to cover) and Hidden

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- 2: FAPLA/Cuban Forces setup along the road from the west border; at least 4 vehicles must start on the table.

FAPLA/CUBAN MISSION

As usual, one of our bases is under attack by the racist South Africans and their UNITA lackeys. It is important to cross the gauntlet of fire and deliver everything our brave comrades require to keep fighting for the Revolution.

Open the way towards our objective to the east, protect the trucks, and destroy any opposition you encounter!

VICTORY POINTS

- Per FALA/UNITA element KIA: 2pts
- Per truck that exits by the east table border: 10pts

FAPLA/CUBAN FORCES

FAPLA/Cuban Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10, unless noted

SCENARIO NOTES

I must admit that the Cuban film *The Caravana* (1992) heavily influenced the creation of this scenario, as it packs lot of info which I later confirmed by other sources.

The Logistic Convoy theme was a less-than-glamorous part of the Border War and didn't attract a lot of attention from those who wrote about the War, so the info is scattered and I had to rely mostly on info from veterans and several TV reports on the Angolan Civil War.

To model the AFVs used in Caravanas, I managed to track the most common varieties which are presented in this scenario, but the variation was huge, especially among the purpose-built Armored Trucks, mainly built on the chassis of Soviet URAL-4320 trucks, but other models were also used.

All models of BTR-152 were used, but it seems that the open topped BTR-152V was much sought after because the open top permitted an easier way of bail out! Normally the open BTR had sun cover provided by a tarpaulin to protect the crew from the tropical rain and sun.

Of the BDRMs, the most common model used was the BDRM-2 version with a KPV 14.5 in the turret. BTR-60s (open top and turret versions) were also known to be used in several Caravanas, mostly on the central plateau of Angola.

The Gun trucks look too similar to the ones used in Vietnam by the US Army to deny a heavy US influence. So far I've identified I URAL-4320 trucks equipped with ZPU-4s and armored cabs, BTR-152s with custom built ZPU-4s (also used in convoys by the Soviets in Afghanistan) and ZPU-23-2 also mounted in Ural Trucks, with armored rear rests to protect the crew from behind. I hope that someone will do a proper photographic history of these Gun Trucks used by the former Soviet Block and Allies, as the theme is full of variations…

On the Civilian side of the road, most trucks were European brands, with M.A.N., Scannia, and M.B. contributing the most. Some of these trucks dated from the Colonial era and some were painted in the most amusing patterns, making them an ideal subject for modelers!

– José Ventura

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FAPLA/Cuban Lead Column

1st (lead) vehicle
1x BTR-152V (one element must stay on the AFV to crew the PKM GPMG if it is going to be used)
1x SL w/AK
1x Gunner w/RPK (Lt. AP:1/AT:0)
3x Rifleman w/AK
Note: At least one of the elements must be inside the BTR – the others can ride on the exterior

2nd Vehicle (Recce Element)
1x BDRM-2
1x ASL w/AK
3x Rifleman w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
Note: These elements ride on exterior, and are not part of the crew

3rd Vehicle
1x ZPU-4 Gun Truck

4th Vehicle
1x Radio/Command Truck
3x Radio Operators plus:
Major Marco de la Serra w/small arms and pistol
1x Political Commissar w/small arms and pistol

Civilian Transports (TQ/Morale: D6/D6)
6x Civilian/Commercial Trucks/Buses/Trailers
Note: These elements are organized as the FAPLA/Cuban player wishes

Armored Trucks
2x Armored Trucks w/2x PKM (Med. AT:2/AP:0), armored shields and integral crew, each carrying:

Protection Team A
1x Team Leader w/AK
1x Gunner w/RPK (Lt. AP:1/AT:0)
3x Rifleman w/AK

Protection Team B
1x Team Leader w/AK
3x Rifleman w/AK
1x Gunner w/RPG-7
(Med. AP:2/AT:2(M)

One truck may replace its 2 PKMs with 1x AGS-17 (Hvy. AP:3/AT:0)

FAPLA/Cuban Assets
1x Mil-8 "Hip-E" Gunship
(Armor 3D8, Firepower
Pylon: AP:3/AT:0;
Strafe AP:4/AT:1(L)
(TQ/Morale: D8/D8)

Section leader, 1 Battalion, South African Cape Corps, 1987

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FALA/UNITA MISSION

We are on the way to victory, about to conquer another fortified base belonging to the communist regime of Luanda. Our allies are pressing the Cubans and their MPLA puppets, so we need to help them, preventing any reinforcements and logistics from reaching the enemy base! Destroy or immobilize all trucks and AFVs!

FALA/UNITA VICTORY POINTS

- Per FAPLA/Cuban AFV KO or out of action: 15pts
- Per Truck KO or immobilized: 10pts

FALA/UNITA FORCES

FALA/ UNITA Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D8, unless noted

FALA Force

FALA Command Team
1x Leader w/small arms and pistol
1x Radio Operator (FO for a battery of Medium mortars (82mm) off-table; unreliable communications)
2x Rifleman w/small arms

FALA Team 1
1x Leader w/small arms and pistol
1x Gunner w/RPK (Lt. AP:1/AT:0)
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Riflemen w/small arms

FALA Team 2
1x Leader w/small arms and pistol
4x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

FALA Team 3
1x Leader w/small arms and pistol
1x Gunner w/RPK (Lt. AP:1/AT:0)
4 x Rifleman w/small arms

FALA Team 4 (TQ/Morale: D6/D8)
1x Leader w/small arms and pistol
4x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

FALA Team 5 (TQ/Morale: D6/D8)
1x Leader w/small arms and pistol
4x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

FALA Team 6
1 x Gunner w/DShK HMG (Hvy.AP:3/AT:1(L)
2 x Crewmen w/small arms

FALA/UNITA Assets
Roll D6
1–4: *FALA Team* (TQ/Morale: D6/D8)
1x Leader w/small arms and pistol
4x Rifleman w/small arms
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)

5–6: *FALA Team* (TQ/Morale: D8/D8)
1x Leader w/small arms and pistol
1x Gunner w/RPK (Lt. AP:1/AT:0)
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/small arms

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OPERATION *HOOPER*: DUMBOS AT TUMPO

1 March 1988

The battle of Cuito Cuanavale was perhaps one of the most important episodes of the Border Wars, as in its aftermath the SADF ended its intervention in Angolan territory, and, in due time, spelled the end of the Apartheid regime.

During September and October of 1987, FAPLA/Cuban forces launched Operation *Saludado Octobre* in an attempt to finally subdue UNITA forces in south-eastern Angola. The operation ended in a series of bitter fights and the destruction of the forces attempting to cross the Lomba, by the South African forces which intervened on UNITA's behalf – the so-called Operation *Modular*.

Having gained the upper hand, SADF forces and UNITA launched Operation *Hooper* with the intent of pushing out all FAPLA forces east of the Cuito River. The operation was a success except for the region around the Tumpo River triangle, a fortified position east of the Cuito River and an essential position for the defense of Cuito Cuanavale. The Cubans responded by sending in Maniobra XXXI Aniversário de las FAR, military material and around 1500 elite troops to bolster FAPLA forces in the Cuito sector. Despite this effort, the situation for the besieged Angolans and Cubans became critical in January of 1988 as the SADF/UNITA tightened their grip around Cuito Cuanavale.

A South African Oliphant 1A tank and its prey (photo: Dave Bennett, models: Peter Pig and QRF).

The SADF and UNITA brought in their own reinforcements and launched a series of ground assaults on 25 February 1988 against the entrenched FAPLA/Cuban positions at Tumpo, none of which yielded any tangible results.

On the first attempt (TUMPO 1), the SADF expected that the UNITA's infantry forces would break through the entrenched FAPLA units, an effort that actually failed miserably, proving their inability to win against UNITA arms without SADF support. The TUMPO 2 (Operation *Hooper*) and TUMPO 3 (Operation *Packer*) clashes that followed set a depressing pattern: SADF armor and engineers could punch through the enemy's defensive line, but the UNITA units supported them failed to provide adequate infantry support for these armored spearheads. The FAPLA/Cuban reinforcements, on the other hand, were able to quickly assemble quick reaction forces that stopped any assaults that won past their entrenched comrades. The fighting ended in a stalemate.

SADF reports from the period recognized the value and capacity of the FAPLA/Cuban forces to bolster emplaced defenses and halt, or at least contain, any breakthrough by any attacking unit. These same reports tended to omit the actions of enemy AFVs, while Cuban and Angolan reports stated that during TUMPO 2 the SADF armored spearheads managed to pass the final defensive line, but were stopped cold, by a courageous, even if suicidal, counterattack by a Cuban T-55

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company. This sudden attack, even though it failed to KO any SADF AFV, coupled with the gathering dusk, robbed the SADF of their operational momentum and prevented any effective exploitation of their breakthrough.

By the end of TUMPO 3, the FAPLA forces were highly motivated to keep fighting and resist the SADF/UNITA efforts to dislodge them, a novel change that was unparalleled by their previous behavior in the conflict. After TUMPO operations 4 through 6 ended in stalemates, The SADF were forced to confront the fact that the tide was against them. SADF/UNITA forces began to withdraw from the area and the Angolan Government was quick to claim victory. The Border Wars were coming to an end.

This scenario is hypothetical. It is based primarily on Cuban and FAPLA reports to build the tactical situation. Here, the SADF breakthrough unit manages to pass the minefields and reach the empty 3rd line of field defenses, while at the same time the first Cuban AFV, under cover of some elevations to the west, prepares to counter-attack…

SCENARIO INFORMATION

Duration of Game: 12 turns

Initiative: Kinetic – SADF has Initiative on turn 1.

Test for initiative on following turns.

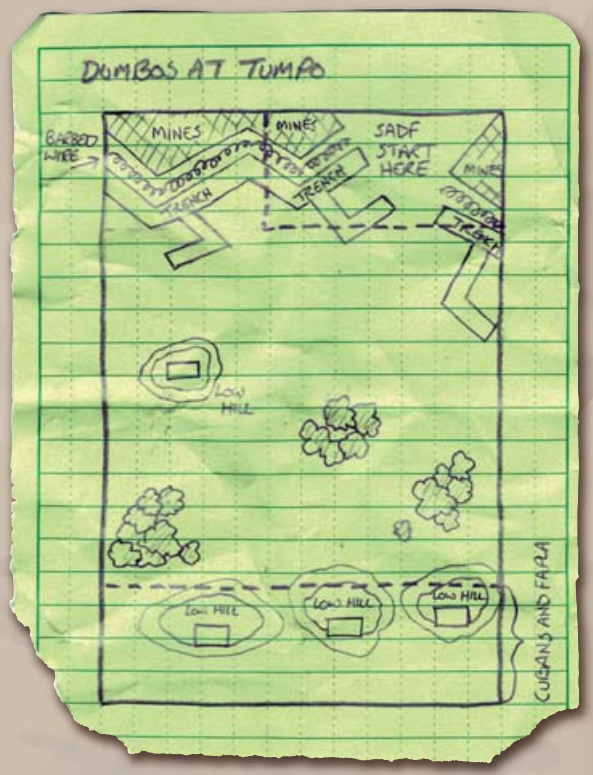
Special Conditions:

- Infantry in Field Positions have a +2 bonus Cover
- Only a path on the minefields was cleared, so check for mine casualties when any unit moves outside the cleared area of the field – See *Force on Force* rule book, p.122 (Hybrid Minefield: AP:3/AT:3 (L)
- Air Defense Environment – N/A

Fog of War: Generated by Reaction Tests

Table Size: 3' x 2' (15mm/20mm), 6' x 4' (20mm/28mm)

- 1: SADF AFVs may set up in the designated area on the north end of the table. SADF infantry can occupy the empty trenches in the northern area, and the empty field fortifications beyond.
- 2: FAPLA/Cuban Forces start in the designated area on the south end of the board. Their AFVs are positioned behind the low hills. Their infantry is positioned on the reverse slopes of the hills and/or in the trenches on them.



SADF MISSION

For the last 3 months we've been chasing the FAPLA and Cuban forces out of south-east of Angola. If we can occupy Cuito Cuanavale, the war will end!

The FAPLA/Cuban forces have been hanging on to this small piece of terrain they call Tumpo, bombarded day and night by our long range G-5 artillery. Now it is

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time to break through – just as we expect our UNITA allies to do in the south!

While things were not perfect – most minefields must be cleared by detonating Plofadder missiles manually – we have reached the final line of defense! FAPLA defenses have crumbled before us and some of the UNITA teams on the back of the Oliphants have occupied the enemy trenches!

We have received information that a group of FAPLA tanks is approaching our position. We must destroy them and keep advancing aggressively south!

SADF VICTORY POINTS

- Per FAPLA/Cuban AFV KO or out of action: 5pts

SADF/UNITA FORCES

SADF/UNITA Basic Attributes
Initiative Level: D8
Confidence Level: High
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D8 unless noted.

Elements from SADF 61st Mech
AT Troop (TQ/Morale: D10/D10)
1x Ratel-90 (Command)
3x Ratel-90

Tank Troop
1x Oliphant Mk.1a (Command)
2x Oliphant Mk.1a

UNITA/FALA Semi-Regular elements
Fireteam A
1x FTL w/AK
1x Gunner w/RPD (Lt. AP:1/AT:0)
3x Rifleman w/AK

Fireteam B (TQ/Morale: D6/D8)
1x FTL w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

Fireteam C
1 x FTL w/AK
1 x Gunner w/RPD (Lt. AP:1/AT:0)
3 x Rifleman w/AK

FAPLA/CUBAN MISSION

We must defend Cuito "hasta la muerte" because the city is the key to victory against the Apartheid regime and their UNITA minions. To defend Cuito Cuanavale means the Tumpo position must hold.

After failing on the first attempt, the SADF/UNITA forces were able to break the northern perimeter using heavy artillery, sappers and lots of tanks. Your T-55 unit must throw itself into the battle and block any SADF advance at all costs – it's a time for heroes and real men!

FAPLA/CUBAN VICTORY POINTS

- Per SADF AFV KO or out of action: 15pts
- Per SADF/UNITA soldier KIA or Heavily Wounded: 2pts

FAPLA/CUBAN FORCES

SADF/UNITA Basic Attributes
Initiative Level: D8
Confidence Level: Confident
Supply Level: Normal
Body Armor: N/A
Troop Quality/Morale: Varies, see below.

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Elements from the 25 BrI (TQ/Morale: D8/D8)
Squad 1
Fireteam 1A
1x Lt. w/AK
1x Gunner w/PKM (Med. AP:2/AT:0)
3x Rifleman w/AK

Fireteam 1B
1x Lt. w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

Squad 2
Fireteam 2A
1x Lt. w/AK
1x Gunner w/PKM (Med. AP:2/AT:0)
3x Rifleman w/AK

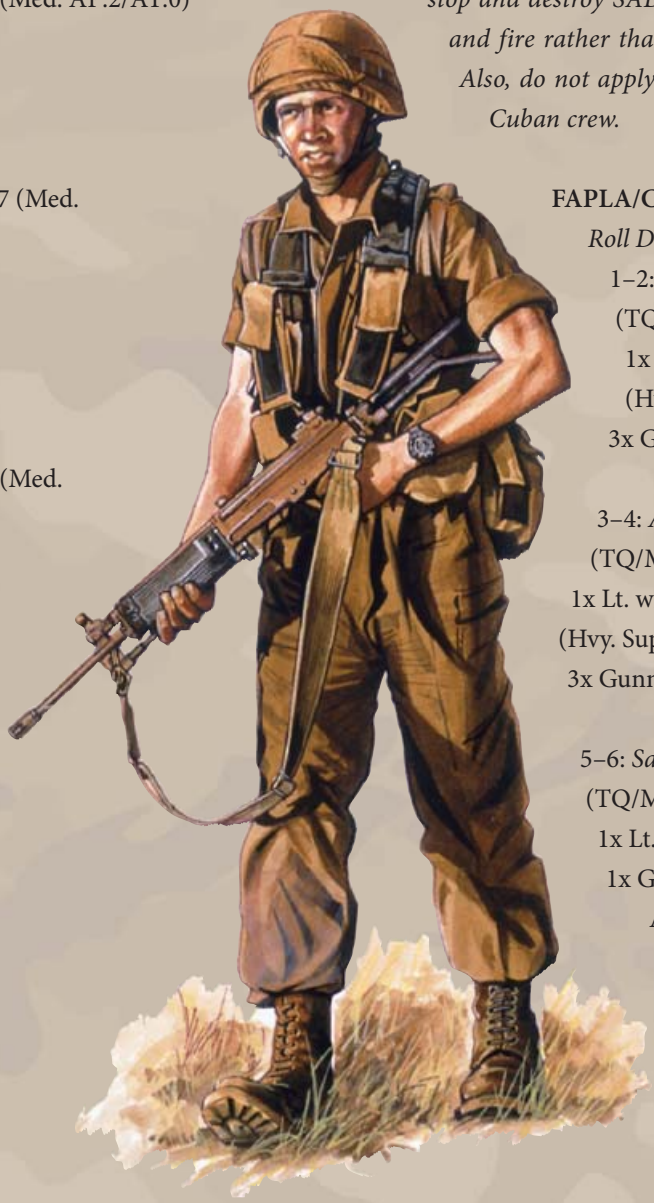
Fireteam 2B
1x Lt. w/AK
1x Gunner w/RPG-7 (Med. AP:2/AT:2(M)
3x Rifleman w/AK

Cuban Tank Company (TQ/Morale: D8/D10)
1x T-55 MBT (Command)
6x T-55 MBT
Note: Historically, the Cuban crews were eager to stop and destroy SADF armor, so they should move and fire rather than attempting to go hull down. Also, do not apply the first bailout result for any Cuban crew.

FAPLA/Cuban Assets
Roll D6
1–2: *HMG Team*
(TQ/Morale: D8/D10)
1x Lt. w/12.7mm DShK (Hvy. AP:3/AT:1(L)
3x Gunner

3–4: *AGS-17 Team*
(TQ/Morale: D8/D10)
1x Lt. w/AGS-17 Plamya (Hvy. Support, AP:3/AT:0)
3x Gunner

5–6: *Sagger Team*
(TQ/Morale: D8/D10)
1x Lt. w/small arms
1x Gunner w/MCLOS AT Missile Launcher (Sagger: Hvy, AP:4/AT:3(M)



SADF rifleman, 61 Mechanized Battalion, 1980s

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RECENT AFRICAN CONFLICTS

The disruption of post-colonial civil war and revolution in Africa has continued right up to the present day, from the Liberian Civil War that began in 1989 to the Arab Spring of 2011 in such places as Egypt, Libya, and Tunisia.

Some conflicts were mostly internal affairs. For example, the 1992–2002 Algerian Civil War pitted Islamic rebels (such as the Islamic Salvation Front) against government forces. And in Uganda, groups such as the Allied Democratic Forces and the Uganda National Rescue Front II fought against the government between 1996 and 2004. Even in Darfur between 2003 and 2011, it was mostly rebel groups (such as the Sudan Liberation Movement/Army and the Justice and Equality Movement) pitted against the government, with little outside intervention.

Other actions saw extensive intervention by foreign forces. Some were former colonial powers and United Nations (UN) forces, while others saw neighboring African countries becoming involved.

Examples of the former include the First Ivorian Civil War from 2002 to 2007 (on the Ivory Coast – in which the French intervened in 2004 and the UN in 2005), The Liberian Civil Wars from 1989 to 1996 and again from 1998 to 2004+ (in which the Economic Community of West African States and the UN intervened until a transitional government was installed in 2003), the Rwandan Civil War from 1990 to 1993 (in which France and Zaire unsuccessfully intervened on behalf of the government), the Somali Civil War from 1991 to the present (in which the United States, the UN, and Ethiopia intervened), and the Sierra Leone

Loot and Pillage (photo: Brad Janicki).

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Post-Cold War Africa: A continent at war with itself (photo: Brad Janicki).

Civil War (in which the United Kingdom, the UN, and Guinea successfully intervened on behalf of the government). It is the Sierra Leone Civil War in which the 2 scenarios from this section are based, as British forces attempted to rescue several British soldiers and their Sierra Leone Army liaison that had been captured by West Side Boy rebels. The US intervention in Somalia is covered in the *Force on Force* companion book, *Day of the Rangers*.

Examples of the latter include the Chad Civil Wars from 1998 to 2002 and 2005 to 2010 (in which Sudan backed Muslims in the north of the country against Christians in the south), the Congo (Brazzaville) Civil War, in which Angola supported rebels against government forces. Some of the most confusing of these conflicts were the First (1996 to 1997) and Second (1998 to 2003) Congo Wars. In the First Congo War, Angola, Uganda, and Rwanda supported (ultimately successful) rebel forces, while UNITA rebels from Angola supported government forces. Then, in the Second Congo War, Angola, Namibia, and Zimbabwe supported their government against the new revolutionaries.

Last, and with some of the most recent action, were the revolutions of the so-called Arab Spring of 2011. In Egypt, Tunisia, and Libya, popular uprisings turned into full-blown civil wars, with each seeing their former governments toppled, and new provisional governments established. In Libya, NATO deployed air power and special forces to aid the rebels.

These revolutions, civil wars, and interventions all provide interesting fodder for players of *Force on Force*, with regular armies, insurgents, organized (and some not so organized) rebels, and western forces all represented.

OPERATION *BARRAS*

Sierra Leone, 10 September 2000

By 25 August 2000, Sierra Leone (in western Africa) had been an independent nation for 39 ½ years. During much of that time, it was ravaged by various coups and revolutions. In 1991 the brutally violent Revolutionary United Front (RUF) began an armed campaign against the then-current government. Then, in 1997, the Armed Forces Revolutionary Council (AFRC) staged a coup. For the next 3 years, various groups fought against each other, with the RUF, the AFRC, and Soldier Rebels (SOBELs) on one side, and government forces on the

The West Side Boys in action (photo: Brad Janicki).

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other. From February 1998, a Nigerian-led peacekeeping force was caught in the middle.

In October 1999, a larger Indian-led peacekeeping force was established. Things, however, kept going downhill, and in May 2000, British troops (1 Para BG) were deployed to Sierra Leone for Operation *Palliser*, a non-combatant evacuation mission. Then, in July 2000, elements of the Royal Irish Regiment (RIR) deployed to Sierra Leone for a training mission.

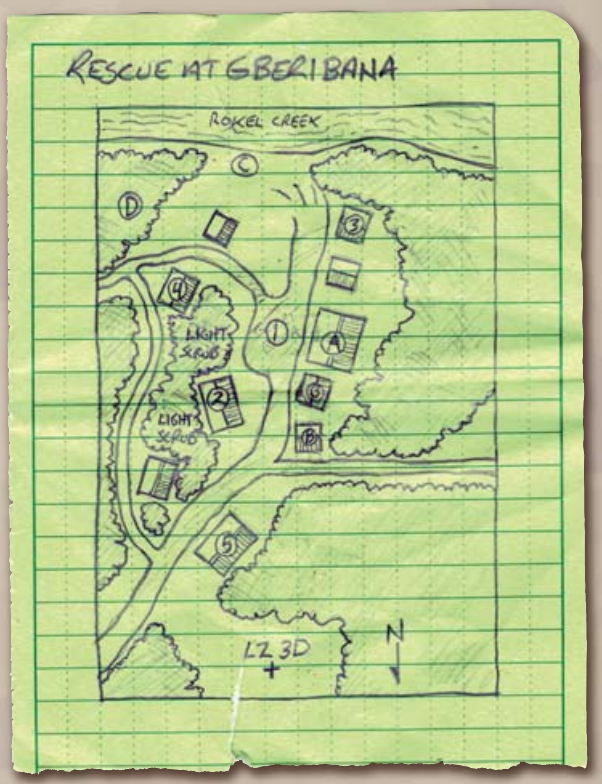
On 25 August 2000, a RIR patrol (consisting of 11 RIR men, their Sierra Leone Army (SLA) liaison, 2 Land Rovers, and a Land Rover WMIK) was ambushed and captured by the West Side Boys. The West Side Boys, a loosely anti-RUF group, operated in the area of the Rokel Creek, out of the small villages of Gberi Bana and Magbeni – roughly across the "creek" (more of a river) from each other. It was to these villages that the West Side Boys took their captives and their vehicles.

By 10 September 2000, 5 of the RIR men had been released. However, the West Side boys were becoming more and more erratic and potentially violent. London decided to rescue the remaining captives before the West Side Boys could move them, or worse, kill them. Early in the morning of 10 September 2000, D Sqdn, 22 SAS assaulted Gberi Bana to rescue the captives, while A Coy, 1 Para assaulted Magbeni to divert the West Side Boys there and to recover the RIR patrol's vehicles. These scenarios replicate these actions and they can be played separately, or together as one larger scenario.

OPERATION *BARRAS*: RESCUE AT GBERI BANA

Gberi Bana, Sierra Leone, 10 September 2000

Elements of D Squadron, 22 SAS, fast-roped from CH-47 Chinook helicopters directly into Gberi Bana, and assaulted the village just before dawn on 10 September 2000. Supported by an SAS observation team that had been keeping the village under surveillance, 22 SAS had the captives rescued within 20 minutes, with minimal casualties. This scenario is inspired by the action at Gberi Bana. British forces have been reduced a bit and the village reduced in size somewhat to enhance playability. However, the scenario should give players the right feel for the action, and what the opposing forces must have dealt with during the fight



SCENARIO INFORMATION

Duration of Game: 10 turns

Initiative: British Forces have initiative throughout the game.

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Special Conditions:

- Air Defense Environment: N/A

Fog of War: Determined normally by Reaction Test rolls

Special Assets:

- British: 2x CH-47 Chinook Helicopters (defense: 3D10), each w/2x side-facing MGs – AP:3/AT:0). The helicopter crews are equipped with night vision devices.

Table Size: 3' x 2' (15mm/20mm), 6' x 4' (20mm/28mm)

- A: RIR, SLA captives
- B: Civilian captives
- C: Boat landing point
- D: SAS Observation Team Set-up point
- 1–5: West Side Boys' entry points

BRITISH MISSION

Elements of D Squadron, 22 SAS Regiment must attack the Village of Gberi Bana to rescue the 6 members of the Royal Irish Regiment. They must also rescue the captive SLA liaison. They must then escort the captives to LZ3 D by the end of turn 10.

BRITISH VICTORY POINTS

- Each live RIR/SLA captive rescued and escorted to LZ3 D at the end of turn 10: 4pts
- Each live civilian captive rescued: 1pt

SAS OPERATOR, SIERRA LEONE, 2000

BRITISH FORCES

British Force Basic Attributes

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Normal

Body Armor: 22 SAS: British Player option (+1D). SAS Observation Team: No.

Troop Quality/Morale: D10/D12

Typical Unit Attributes:

- Regulars
- *TAC*
- SAS are *Stealthy*
- *Advanced First Aid*

Elements, D Sqdn, 22 SAS

All elements of D Sqdn, 22 SAS begin the game mounted in the Chinook helicopters (3 teams per helicopter). The 2 helicopters enter on turn 1 at any point the British Player chooses. The SAS teams may all fast rope in on turn 2. Once the SAS teams fast rope in, the helicopters must leave the board. All 22 SAS teams use Stealthy *movement, and are equipped with night vision devices.*

6x Teams, each with:

1x Team Leader w/C7A1

1x Grenadier w/C7A1/M203 UGL (Lt. AP:1/AT:0)

1x Gunner w/KN Minimi SAW (Lt. AP:1/AT:0)

1x Trooper w/C7A1

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SAS FAST-ROPING INTO GBERI BANA, SIERRA LEONE, 2000

SAS Observation Team

The SAS Observation team begins set up at Point D on the map, with LOS on Building A/Entry Point 1. The team is organized as the other SAS teams (see above). They begin *Hidden*, use *Stealthy* movement, and are equipped with night vision devices.

WEST SIDE BOYS MISSION

With the sounds of helicopters right on top of them, the West Side Boys in Gberi Bana have quite literally been given a rude awakening. They must quickly get into the fight, and keep the British from rescuing their soldiers (by keeping them out of British hands or by killing them).

WEST SIDE BOYS VICTORY POINTS

- Each RIR/SLA captive not rescued by the British: 3pts
- Each civilian captive not rescued by the British: 1pt
- Each British helicopter shot down/destroyed: 4pts

WEST SIDE BOYS FORCES

West Side Boys Basic Attributes

Initiative Level: N/A

Confidence Level: Confident

Supply Level: Poor

Body Armor: N/A

Troop Quality/Morale: D6/D10

Typical Unit Attributes:

- Irregular
- *Callous*
- *Hopped Up*
- *Caveman CASEVAC*
- Subject to Shrinkage

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West Side Boys
4x West Side Boys w/small arms (begin at Point 1)

3 more groups of West Side Boys (roll for each on the reinforcement table below) start the game at locations 1–5, as determined by a D6 roll. On a roll of 6, the player may choose the entry point. Only one group may occupy each building and any additional groups are set up with 2" of that building.

Special Rules

Terrain

Most buildings are "shoddy" buildings (3D6 Building Strength Dice). Building A and Entry Point 2, however, are more substantial structures, and are normal buildings (6D8). Forested areas are Dense Woods.

Night Fighting

Turns 1–4 take place at night. Night Fighting rules are in effect on those turns. For groups firing at helicopters at night, determine the range by measuring from the firing figure(s) to the center of the helicopter's flight stand/marker.

Royal Irish Regiment Captives

6 RIR captives and their SLA liaison begin the game in Building A (and the British know they are there, thanks in part to the SAS Observation Team). They must remain in the building until a British unit or West Side Boys group enters the building, at which time they become Dependents of that unit or group. West Side Boys may kill the captives by at least one group spending an entire turn in the building with them (with no other British present in the building). That group may do nothing else that turn (killing the captives counts as their one fire that turn), and may not react to other British forces. If the captives become dependents of a British unit, they must be escorted as a group to LZ3 D by the end of turn 10 and remain there, in order to count as "rescued".

Civilian Captives

5 civilian captives begin the game in each building marked "B". They must remain in the building until a British unit or West Side Boys group enters the building, at which time they become Dependents of that unit or group. West Side Boys may kill the captives by at least one group spending an entire turn in the building with them (with no other British present in the building). That group may do nothing else that turn (killing the captives counts as their one fire that turn), and may not react to other British forces. If they become dependents of a British unit, the British may release them to fend for themselves (each group becomes a civilian mob, and is moved by the British player until they are either re-captured by West Side Boys, they are killed, or the game ends. If the British release the civilian captives in such a manner, they only get points for civilians if they are still alive at the end of turn 8.

Street fighting in Magbeni (photo: Brad Janicki).

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HOPPED UP

All West Side Boys groups are considered Hopped Up with mild stimulants, per the main rules. They are, however, still subject to Shrinkage rules.

CAVEMAN CASEVAC

The West Side Boys use the Caveman CASEVAC rule.

WEST SIDE BOYS REINFORCEMENTS

2 groups of reinforcements arrive on turns 2 through 6 in the same manner as the starting forces, except roll 1D6 for location as normal. On a roll of "6", roll another d6, and place as follows:

1–2: place forces within 2" of Point C – they are reinforcements from Magbeni.

3–6: player may choose arrival location, including Point C.

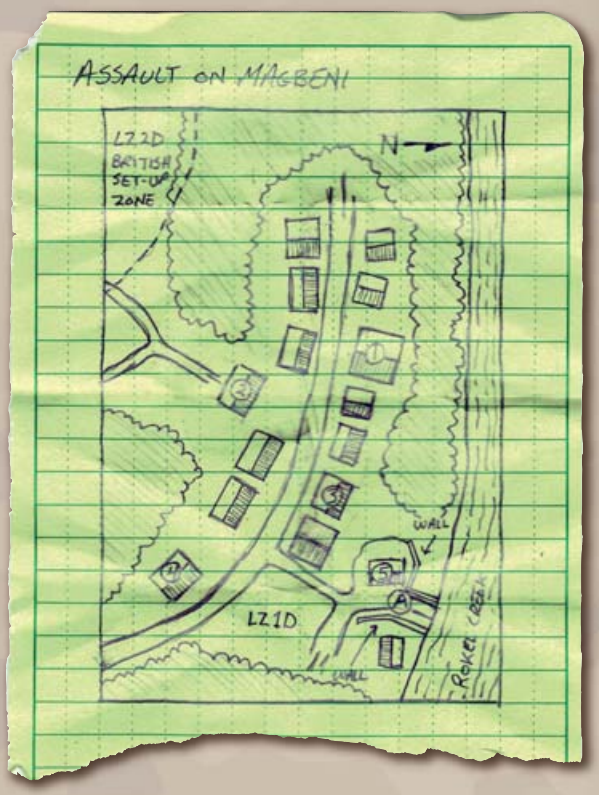
Only one group may occupy each building and additional groups are set up with 2" of that building. If the West Side Boys entry point has been neutralized, that group is lost.

D12 Roll	Reinforcements Received
1–2	4x West Side Boys w/small arms, 1x RPG-7 (Med. AP:2/AT:2(M)
3–4	1D6 West Side Boys w/small arms, PLUS roll again
5–6	1D6+3 West Side Boys w/small arms, 1x LMG (Lt. AP:1/AT:0)
7–8	1D6+3 West Side Boys w/small arms, PLUS roll again
9–10	1x Leader, 4x West Side Boys w/small arms, 1x RPG-7 (Med. AP:2/AT:2(M)
11–12	1x Leader, 1D6+3 West Side Boys w/small arms, 1x LMG (Lt. AP:1/AT:0)

OPERATION *BARRAS*: ASSAULT ON MAGBENI

Magbeni, Sierra Leone, 10 September 2000

A Company, 1 Para, assaulted the village of Magbeni at dawn on 10 September 2000. They landed via helicopter insertion just southwest of the village, and assaulted the village on foot. Supported by 2 Army Lynx attack helicopters and a contractor-flown Hind-E helicopter, 1 Para had the village secured and the RIR vehicles recovered within 40 minutes. They suffered only light casualties in the process. This scenario is inspired by the action at Magbeni. British forces have been reduced to less than full company strength and the village reduced in size, to enhance playability while still giving the British player(s) the ability to maneuver an infantry company. However, the scenario should give players the right feel of the action, and what the opposing forces must have dealt with during the fight.



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SCENARIO INFORMATION

Duration of Game: 10 turns

Initiative: British Forces have initiative throughout the game.

Special Conditions:

- Air Defense Environment: N/A

Fog of War: Determined normally by Reaction Test rolls

Special Assets:

- British: 1 x Army Lynx attack helicopter (strafe attack – AP:6/AT:3(M) vs. deck)
- British: 1 x Contractor flown Hind-E attack helicopter (strafe attack - AP:6/AT:3(M) vs. deck)

Table Size: 3' x 2' (15mm/20mm), 6' x 4' (20mm/28mm)

- A: Boat launch
- 1–5: West Side Boys entry points

BRITISH MISSION

Elements of A Company, 1st Battalion, the Parachute Regiment must attack, seize, and hold the Village of Magbeni. They must also recover the Royal Irish Land Rovers. They must also prevent any West Side Boys from leaving the Village via the boats tied up at the boat launch.

BRITISH VICTORY POINTS

- Each West Side Boys entry point neutralized: 3pts
- LZ1 D held at the end of turn 10: 3pts
- Each RIR vehicle recovered: 2pts
- Each West Side Boy that escapes via the boat launch: -2pts

BRITISH FORCES

British Force Basic Attributes

Initiative Level: N/A (British Forces are regulars)

Confidence Level: Confident

Supply Level: Normal

Body Armor: Yes (+1D)

Troop Quality/Morale: D8/D10

Elements, A Coy, 1 Para

All elements of A Coy, 1 Para begin the game set up in the British Set-up Area (LZ1 D).

Company HQ

1x Company OC w/SA80

1x Company 2IC w/SA80

2x RTOs, w/SA80

2x Medics

1x Signals section (2 men w/SA80s and radio, acting as TAC team for attack helicopters)

2 Platoons, each with:

Platoon HQ

1 x Platoon Leader w/SA80

1 x RTO w/SA80

1 x Light Mortar Team

1 x Gunner w/51mm light mortar (Lt. AP:1/AT:0, smoke)

1 x Assistant Gunner w/SA80

1 x Sniper team

1 x Sniper w/L115A1 rifle

1 x Observer w/SA80

2 x Squads, each with:

Fireteam 1

1 x Squad Leader w/SA80

1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)

1 x Gunner w/GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/SA80

Fireteam 2

1 x Team Leader w/SA80

1 x Grenadier w/SA80 UGL (Lt. AP:1/AT:0)

1 x Gunner w/GPMG (Med. AP:2/AT:0)

1 x Assistant Gunner w/SA80

Note: Each Fireteam can fire one LAW (Med. Support, AP:2/AT:2(H) per turn. Make a TQ Test for each attempt

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THE FIGHT FOR MAGBENI, SIERRA LEONE, 2000

to fire a LAW after the first. If the test fails, the unit is out of LAWs.

WEST SIDE BOYS MISSION

With the sounds of helicopters just southwest of Magbeni and gunfire from Gberi Bana, the West Side Boys in Magbeni have quite literally been given a rude awakening. They must quickly get into the fight, keep the British from recovering their Land Rovers, and send reinforcements to Gberi Bana to help keep the captives from being freed.

WEST SIDE BOYS VICTORY POINTS

- Each British Para KIA: 2pts
- Each British Para WIA (serious wound): 1pt
- Each Land Rover not recovered by the British: 3pts
- Each West Side Boys entry point not neutralized by the British: 3pts
- LZ1 D not held by the British at the end of turn 1: 3pts
- Each West Side Boy who escapes via the boat launch: 2pts

WEST SIDE BOYS FORCES

West Side Boys Basic Attributes

Initiative Level: N/A
Confidence Level: Confident
Supply Level: Poor
Body Armor: N/A
Troop Quality/Morale: D6/D10

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West Side Boys

4 groups of West Side Boys (roll for each on the reinforcement table below) start the game at locations 1–5, as determined by a D6 roll. On a roll of 6, the player may choose the entry point. Only one group may occupy each building and any additional groups are set up with 2" of that building. In addition a 3-ton truck with a ZPU-2 (twin 14.5mm HMG – Hvy. AP:4/AT:2(L) may be placed between any 2 buildings in the village. It must be crewed by at least 2 West Side Boys from any group that is generated (1 of whom must drive if it is to be driven and fired at the same time).

Special Rules

Terrain

Buildings that do not contain West Side Boys entry points are dilapidated and are in ruins. Buildings with West Side Boys entry points are "shoddy" buildings (3D6 Building Strength Dice). Forested areas are Dense Woods.

The Boat Launch

There are 3 boats tied up at the Boat Launch. They should be treated as soft-skin vehicles for purposes of boarding, fire combat, and close combat. They may be occupied by up to 6 individuals. Once a group boards a boat, the boat may move (and is subject to interruptions/reactions) the following turn. Each boat takes an entire turn to move directly off the North or East board edge.

Royal Irish Regiment Land Rovers

The West Side Boys player may place 2 unarmed British Land Rovers and a Land Rover WMIK anywhere in Magbeni. Once placed, they may only be moved by a unit/group that boards them. They will start upon a successful TQ check, but the weapons on the WMIK are inoperable. They may not be driven off the board at any time.

Hopped Up

All West Side Boys groups are considered Hopped Up with mild stimulants, per the main rules. They are, however, still subject to Shrinkage rules.

Caveman CASEVAC

The West Side Boys use the Caveman CASEVAC rule.

West Side Boys Reinforcements

Reinforcements arrive on turns 2 through 8 in the same manner as the starting forces, 1 group per turn. Roll 1D6 for location. On a roll of 6 Player may choose the entry point. Only one group may occupy each building and additional groups are set up with 2" of that building. If the West Side Boys entry point has been neutralized, that group is lost.

D12 Roll	Reinforcements Received
1–2	4x West Side Boys w/small arms, 1x RPG-7 (Med. AP:2/AT:2(M)
3–4	1D6 West Side Boys w/small arms, PLUS roll again
5–6	1D6+3 West Side Boys w/small arms, 1x LMG (Lt. AP:1/AT:0)
7–8	1D6+3 West Side Boys w/small arms, PLUS roll again
9–10	1x Leader, 4x West Side Boys w/small arms, 1x RPG-7 (Med. AP:2/AT:2(M)
11–12	1x Leader, 1D6+3 West Side Boys w/small arms, 1x LMG (Lt. AP:1/AT:0)

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OPERATION *BARRAS*: THE WHOLE FIGHT

Gberi Bana and Magbeni, Sierra Leone, 10 September 2000

Ambitious players may wish to play both of these scenarios at the same time. If so, please make the following adjustments:

- The "Assault on Magbeni" scenario begins on turn 5 of the "Rescue at Gberi Bana" scenario.
- The "Rescue at Gberi Bana" scenario then takes 14 turns (with turns 1–4 still taking place at night).
- With the 4 extra turns in the "Rescue at Gberi Bana" scenario, the captives must leave the board by helicopter extraction from LZ3 D, in order to get points for rescuing the captives. All 17 captives may be extracted on one Chinook helicopter. Any 22 SAS team may call in the helicopter by a successful TQ check. The helicopter appears on the board that turn, and must land and be boarded by normal rules.
- Any West Side Boys that successfully leave the "Assault on Magbeni" board by boat appear 2 turns later as reinforcements at point C on the "Rescue at Gberi Bana" board. Any reinforcements created during the "Rescue at Gberi Bana" scenario may only appear at the West Side Boys entry points (marked 1 through 5) on that board. A "6" on any reinforcement location roll during the "Rescue at Gberi Bana" scenario would only mean the West Side Boys player may choose which West Side Boys entry point in which to place that group (not including Point C).
- At the end of turn 14, victory points are tallied per the 2 scenarios, and totaled up into combined totals. The overall winner is the side with the highest combined total.
- If the two halves of the scenario are being played simultaneously, Fog of War cards from one table will affect the other, as applicable. Some common sense may need to be used when applying this concept.

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SAMPLE ORGANIZATIONS

The organizations presented below are rough guidelines for the forces they represent, not inviolable "army lists" handed down from on high. It is not uncommon for commanders to beef up a fireteam with extra men or assets or reduce a squad or fireteam by a third or more if lacking in manpower. Commanders may strip the machine-gunners from their squads to use as an ad hoc "weapons squad," or rifle/grenade launchers may be replaced with regular rifles due to restrictive ROEs in an area.

In short, unit organizations are as fluid as the battlefields they fight on. Don't get too caught up canonical adherence to TO&Es. If you don't have an organization chart for the Third Royal Etruscan Grenadiers, exercise a little common sense – chances are they're organized along the lines of the Cold War Soviet WARPAC forces or similar to modern western forces.

The following organization descriptions represent common units found on the battlefields represented in African bush wars.

This force list and the organization descriptions it includes are not exhaustive. They are tailored to reflect the assets and manpower that would be applied to a typical *Force on Force* mission, so they cut off at the Platoon (or equivalent) level.

Organizations are described from the bottom up, starting with the fireteam and working up to the platoon.

THE CONGO CRISIS

Given that a large number of different forces were engaged in the Congo during the six years of conflict only a selection of units can be examined:

Congolese Units

Soldiers fighting for both the Congo central government and the various break-away provinces utilized a very similar organization based upon the Belgian army's structure. Both the Armee Nationale Congolaise and the Katangese Gendarmes utilized a platoon structure of three eight man squads, with three platoons comprising a company. The latter started life as a police force tasked with securing the borders and was later enlarged and used as a military force. Katangese Gendarmes seem to have had very inconsistent battlefield performance as a result and their equipment was very inconstant. The ANC (not to be confused with the South African militant organization of the same name) with its record of mutiny and poor performance against the Simba would be of similar quality. A typical squad organization for either force might be as follows:

Typical Congolese Unit Characteristics

Initiative Level: D6 to D8
Confidence Level: Low to Confident
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6 to D8/D8
Typical Unit Attributes:

- *Poor Initiative*
- Some low-end units subject to Outgunned rule

Katangese Gendarme or Armee Nationale Congolaise Rifle Section

Command Team
1x Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Riflemen w/FN-FAL

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Rifle Team
1x Leader w/FN-FAL
3x Riflemen w/FN-FAL
Note: In both forces, individual units were sometimes of better quality and probably should be rated slightly higher than the typical unit outlined above.

MERCENARIES

As one might imagine, the organization of mercenary units was quite flexible and varied from unit to unit. However, the organization utilized by Hoare's 5 Commando at the time of the Simba revolt is typical. This consisted of seven platoon-sized units each consisting of four eight-man sections.

Typical Mercenary Unit Characteristics
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10
Typical Unit Attributes:

- *Despised*
- *Medic* (commonplace for many mercenary units)

Mercenary Rifle Section
Command Team
1x Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Riflemen w/FN-FAL

Rifle Team
1x Leader w/FN-FAL
3x Riflemen w/FN-FAL

UNITED NATIONS FORCES

12 nations provided troops for the UN contingent that fought in the Congo Crisis. Each of these would have been armed and uniformed in the style of its own home army. Provided below is the platoon organization for the Irish forces in the Congo.

The Irish army of the early 1960s was organized, uniformed, and armed almost exactly like the British army of the 1940s and a platoon consisted of three ten-man sections.

Typical UN Unit Characteristics
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D10
Typical Unit Attributes:

- *Medic* (common for UN units)
- Often subject to Outgunned rule

Irish Rifle Section
Command Team
1x Leader w/Sten SMG
1x Gunner w/Bren Gun (Lt. AP:1/AT:0)
2x Riflemen w/No. 4 Lee Enfield

Rifle Team
1x Leader w/No. 4 Lee Enfield
5x Riflemen w/No. 4 Lee Enfield
Note that when facing most opponents in this theatre, Irish troops will be subject to the Outgunned rule.

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BELGIANS

The Belgian Para Commandos that participated in Operation *Dragon Rouge* were an excellent and well-armed unit, but they suffered under rules of engagement that were designed to limit collateral damage. The Para Commandos were organized into eight-man squads, with three such squads comprising a platoon.

Typical Belgian Para Commando Attributes
Initiative Level: D10
Confidence Level: Confident to High
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D10/D10
Typical Unit Attributes:

- *Medic* (common for Belgian units)
- *Rules of Engagement* (see below)

Para Commando Squad
Command Section
1x Leader w/Vingeron M2 SMG
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Riflemen w/FN-FAL

Rifle Section
1x Leader w/Vingeron M2 SMG
3x Riflemen w/FN-FAL

RULES OF ENGAGEMENT

When a Para Commando unit wishes to fire on a Unit of Simbas, it must make a TQ test to assure that the enemy unit is a legal target under the rules of engagement. If this test is passed, the unit fires as usual. If the test fails, the para-commando unit loses its ability to shoot that turn other than to return fire in exchanges of fire.

THE SIMBA

What the Simba lacked in modern weapons and military training, they made up for in ferocity. One writer has described them as being fueled by a "nasty combination of ideology, drugs, belief in magic, and testosterone". This is reflected in their unit statistics and special rules. The Simba also lacked any formal command structure, and instead operated in mobs. For game purposes, it's best to run Simba units as ten figure teams.

Typical Simba Unit Characteristics
Initiative Level: N/A
Confidence Level: High
Supply level: Normal to Poor
Body Armor: N/A
Troop Quality/Morale: D6/D10
Typical Unit Attributes:

- Irregulars
- *Poorly Armed* (see below)
- *A Nasty Combination* (see below)
- *Callous*
- *Fanatics*: May not use out of contact movement

Simba Mob
Command Team
1x Leader w/FN-FAL
6x Fighters w/Mixed weapons

POORLY ARMED

Simba units typically had access to few modern firearms and little training with what they did possess. Therefore, Simba mobs are always subject to the Outgunned rule. In addition, when determining the number of firepower dice to roll when shooting, only count half of the figures in the unit for firing purposes, no matter how the

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individual models are armed. Note that neither of these penalties apply to Simba in close combat, where the usual number of dice are thrown.

A NASTY COMBINATION

Simba warriors are said to have gone into battle under the influence of drugs and on occasion been able to shrug off the effect of wounds that would have felled a normal man. Certainly their fanatical fervor made their charge a fearsome and dangerous thing. Therefore, Simba mobs are subject to the rules for strong stimulants as per page 114 of the *Force on Force* rulebook.

CONGO CRISIS UNIFORMS AND WEAPONS

CONGO

ANC and Katangese Gendarme units both wore ex-Belgian army uniforms. These would either be a solid green or more rarely one of several distinctive camouflage patterns of the "brush stroke" and "jigsaw" variety. The most commonly worn headgear was the ubiquitous US M1 steel helmet, Katangese troops are recorded as wearing "brightly colored scarves", most likely in the red, white and green colors of the Katangese flag, to distinguish themselves from their ANC enemies.

The weapons employed by Congolese units varied quite a bit. The most common rifle would have been the FN-FAL, but stocks of the older semi-automatic FN49 rifle are known to been used as well. Poorly armed units may have been issued World War II-era Belgian bolt-action rifles. The standard machinegun in Congolese units was the FN-MAG general-purpose machinegun, but once again the older FND (a Belgian version of the US Browning Automatic rifle) would be seen in some ill-equipped units.

MERCENARY

Given their status, uniformity amongst mercenary units was at best inconstant. Despite this, some mercenary commanders sought to impose uniformity on their troops. Mike Hoare was famously contemptuous of camouflage uniforms, deriding them as "fancy dress". Thus the men of 5 Commando mostly wore plain green or khaki uniforms. Webbing was often a mixture of British Pattern 37 and World War II American types. The most common headgear in 5 Commando were berets in a variety of colors (often with insignia of the man's former military unit if he had previous military experience) and US M1 helmets. Mercenary units usually were armed with FN-FAL

BELGIAN "BRUSHSTROKE" PATTERN CAMOUFLAGE (PHOTO: ERIC H. LARSON).

BELGIAN "JIGSAW" PATTERN CAMOUFLAGE (PHOTO: ERIC H. LARSON).

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rifles, although this could vary wildly. FN-MAGs were the most common machinegun, although US .30 and .50 caliber Browning machineguns were commonly mounted on vehicles.

Other mercenary units wore similar clothing. However, photographs of the mercenaries that served in Katanga show many of them to be wearing Belgian and French camouflage uniforms and hats.

Ireland

The Irish contingent in the Congo was shipped out before uniforms appropriate for a hot climate could be issued. The men, thus sweltered in their dark khaki-drab wool battledress uniforms. Not surprisingly, photos show the Irish fighting in their shirtsleeves having abandoned their blouses. Webbing was the British 37 or 44 pattern and most men wore British model 44 "turtle" helmets.

Belgium

The Para Commandos who captured Stanleyville wore the standard Belgian camouflage uniform of the day, which was printed in a distinctive green, brown, tan, and black pattern that was printed in a "jigsaw puzzle" shape. Although the Belgian army wore the US M1 steel helmet at that time, most photographs taken during *Dragon Rouge* show the Para Commandos wearing their red berets instead. Weapons included FN-FAL rifles, FN-MAG machineguns, with NCOs and officers carrying Vingeron M2 sub machineguns.

Simba "Uniforms"

Photographs of Simba are rare, but the few existing ones and descriptions of their appearance indicate that they wore a mixture of traditional tribal dress and Western clothing with the odd item of cast-off or captured military clothing. Simba also wore headdresses and ornaments made of chicken feathers and monkey skins. These sometimes took the form of a stylized lion's mane made of monkey fur.

The Simba began the revolt very poorly armed. Most Simba in the early days were armed with traditional tribal weapons such as pangas, spears, and bows with a handful of civilian firearms and old bolt-action rifles sprinkled in. As the movement became more successful, these were supplemented by more modern firearms captured from their enemies. Late in the war, Soviet-made weapons were supplied to the Simbas by their Communist backers. These were mostly World War II-era weapons, as this predates the large-scale introduction to Africa of large numbers of AK-47s. There were never enough firearms to go around, and even in the closing stages of the revolt, a sizable portion of any Simba force would still be armed with traditional weapons.

Portuguese Colonial War Organizations

Portuguese Regular Military Units

Portugal started the war in the colonies unprepared for an asymmetric conflict, as a more conventional type of war was expected due to the Soviet-backed Zambian units rolling into Angola.

The basic organization used by Portuguese troops had a profoundly British influence, with a platoon using the 3 sections of 10 elements (soldiers) plus a platoon HQ with 5 to 7 elements.

Normally the sections would divide into teams (*esquadras*), one with the group MG and the others acting as an assault component.

Three such platoons composed a Company. Lack of replacements and casualties soon decreased the average section size to 7 to 8 elements.

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Typical Portuguese Regular Unit Characteristics
Initiative Level: D8
Confidence Level: Low to Confident
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D8/D6 to D10
Typical Unit Attributes:

- *Medic* Attribute is commonplace
- Many units should have *Indigenous Scout* Attribute
- High end/elite units should have *Pointman* Attribute

Note: Individual units on both sides of the conflict were sometimes of better quality and could be rated slightly higher than the typical unit outlined above.

Typical 1961–74 Organization
Platoon HQ
1x Lieutenant w/small arms
1x Gunner w/small arms and Grenade launcher (Lt. AP:1/AT:0)
3x Rifleman w/small arms and 1 radio
1x Gunner with 2" Mortar (Lt. AP:1/AT:0) with HE and Smoke shells (normally carrying 6 to 12 between the riflemen)
1x Gunner with a 3.5" M20 Bazooka (Med. AP:3/AT:2(L) normally carrying only HEAT rounds (3 to 4 of them)

Section MG Team
1x TL w/small arms
1x Gunner w/small arms with Grenade launcher (Lt. AP:1/AT:0)
1x Gunner with MG
2x Rifleman w/small arms

Section Maneuver Team
1x ATL w/small arms
1x Gunner w/small arms with Grenade launcher (Lt. AP:1/AT:0)
3x Rifleman w/small arms

As far as equipment is concerned, the Portuguese units started with bolt-action rifles of World War II vintage, or even from World War I, with Mauser 98, Kropatchev, Steyr Mannlicher and so on in use. After 1962, the units started to be issued some FN-FALs (in small numbers and soon replaced after 1964 by the G-3) and a number of Armalite AR-10s (quickly relegated to the Airborne and Heliborne units) until the Army settled on the CETME G-3.

The Officers and NCO's tended to use SMGs, with the FBP (a local clone of the M3 grease gun in 9 mm) being the most common. Cavalry units were issued the Uzi SMG.

Where the section MG was concerned, a wide variation was common, with LMGs like the Dreyse MG13 and Madsen being in use until 1974, all 7.92mm caliber (Lt. AP:1/AT:0), followed by MG42 – yes, the

Portuguese troops (and many insurgents after the Portuguese departure) wore uniforms in color variations of this M1963 "vertical lizard" pattern (photo: Eric H. Larson).

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World War II MG – (Med. AP:2/AT:0) mostly used by the Marine and Special Forces, and from 1968–69 the HK-21 started to replace all the previous versions (Lt. AP:1/AT:0).

The 2" mortar was always in short supply and due to their weight and low firepower most units keep it at the barracks, more often than not replacing it with improvised Rocket launchers. The same applies to the M20 Bazooka, with few available, and even less used in the field. Special troops tended to use it more often than the regular troops, as they appreciated the Bazooka's demolition power.

One of the most common improvisations of the Portuguese troops was the use of the French Air-Ground free-flight, 37mm SNEB rocket: as used on the AT-6 ground attack aircraft. This was basically a tube with a liner inside and some electrical wires connected to a 6-volt battery. Being lighter than alternative weapons, it was popular with the troops, especially the Marines and Air force ground troops (OGMA 37mm SNEB Rocket Launcher (Med. AP:2/AT:1(L).

After 1970, came the introduction of the RPG-2 and later the RPG-7; captured stocks of these weapons often became replacements for Special Units' shoulder launched missiles. The RPG became a prized weapon to capture.

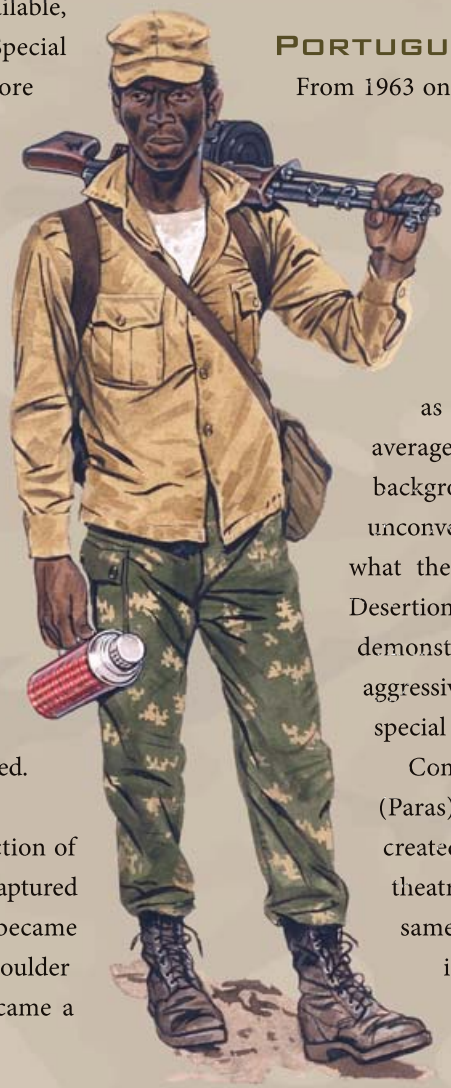
From 1968 on, an increase of local soldiers started to appear due to a program of "Africanization" as Portuguese manpower started to decline. By 1972, it wasn't uncommon to have full African platoons, albeit led by European officers. These troops tended to have a greater fighting spirit than European units due to their cultural background and ethnic motivations.

Portuguese Special Units

From 1963 on, Portugal started to use special units to complement their regular units. These special units started to get better training in asymmetric operations and infiltration tactics than the regular troops. They often received better pay as well.

Regular troops proved less effective as the guerrilla war developed. The average Portuguese soldier had a rural background, had little if any instruction in unconventional warfare and didn't understand what the war was about in the first place. Desertion was minimal, but many regular units demonstrated a decided lack of initiative and aggressiveness. This led to the increased use of special units.

Comandos (Commandos), Paraquedistas (Paras) and Fusileiros (Marines) units were created, and used with some success in all theatres of operation. These units used the same organization as Regular troops and indeed behave in game terms like regular troops after 1968, so use the same characteristics.



FRELIMO guerrilla, 1970

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As these units tended to be used more often than regular units, special units were comprised of handpicked soldiers and received training reminiscent of the US Rangers or SEALs. Their success prompted the High Command to create more of them, from all service arms.

So DFE (Marine-type SEALs), GE (Delta-type teams, mostly made of former Guerrilla members, highly efficient), Flechas (as GE but controlled by PIDE/DGS), and Grupo de Comandos Especiais (Ranger type units) were soon formed and send into action. From 1963-69 special operations were primarily aimed at controlling guerrilla actions rather than destroying the guerrillas themselves. Special units were well suited for this type of limited action and excelled at gathering information, hunting guerrillas groups attempting to infiltrate new areas, capturing or killing command elements, and so forth.

While these special units generally had a formal paper organization, more often or not they relied on ad hoc organizations based on the team's capabilities and available transportation. So if a Zebro rubber boat or Alouette III Helicopter would be used for mission insertion, a 4-team unit will be used. On a normal foot patrol or raid, teams would normally consist of five or six members. It was common for three to five teams to work together on a mission.

Typical Portuguese Special Unit Characteristics
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply level: Low to Normal
Body Armor: N/A
Troop Quality/Morale: D10/D10 to D12
Note that individual units on both sides of the conflict were sometimes of better quality and could be rated slightly higher than the typical unit outlined above.

Typical Special Forces Team
1x Team Leader w/small arms
1x Gunner w/small arms and Grenade launcher (Lt. AP:1/AT:0)
1x Gunner w/OGMA 37mm SNEB Rocket Launcher (Med. AP:2/AT:1(L) or RPG-7 (Med. AP:2/AT:2(M)
1–2x Rifleman w/small arms and radio
1x Gunner with MG42 (Med. AP:2/AT:0) – could be replaced by an HK-21 from 1971 onwards, but not in the DFE or Comandos

If in a normal operation, like a patrol or a raid, most elements will use Portuguese equipment with G-3 (or AR-10 if heliborne units), but in an infiltration or ambush action deep in Guerrilla country (or across the borders) these units tended to use AK-47s and RPG-2 & RPG-7 as weapons of choice.

Almost all Portuguese troops were considered light infantry, relying on speed of maneuver and carrying the minimum load of equipment on the battlefield.

Guine – PAIGC

As did most Guerrilla movements in Africa, Partido Africano da Indendanciada Guine e Cabo Verde (African Party for the Independence of Guinea and Cape Verde) started under the patronage of supporting countries and was equipped with whatever gear those patrons could or would share with them. While affecting a Soviet organizational style, PAIGC was a bit overreaching in their nomenclature, particularly with regard to pompously named "companies" that generally consisted of 30 to 50 fighters and "brigades" of 200 to 250 men. The most common unit actually used in the field was the "group," which usually consisted of 30 to 50 men divided into bands of six to fifteen guerrillas.

The PAIGC rapidly evolved into an effective fighting

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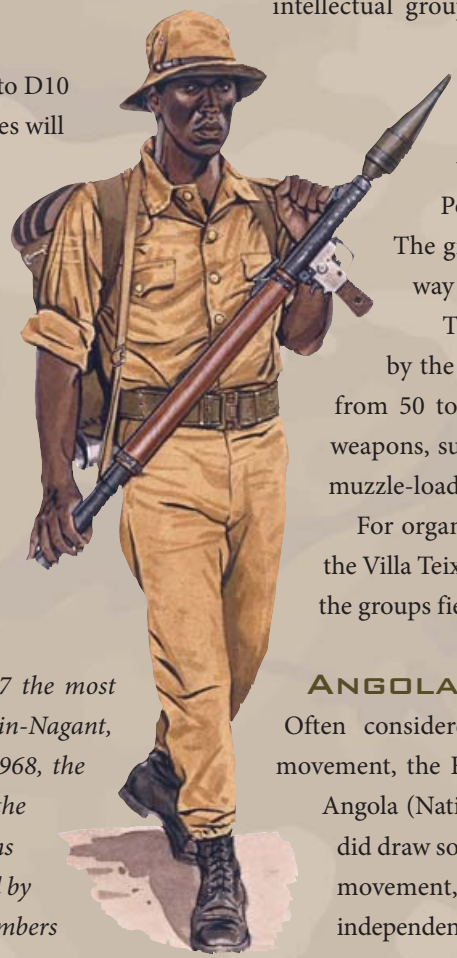
force that was quite capable of exploiting Portuguese weaknesses to their advantage. By 1972, PAIGC effectively controlled a third of the Guine Territory and succeeded in establishing local governments in the areas they controlled.

After Independence in 1974, the Guine national army, adopted full Soviet style organizations.

Typical PAIGC Attributes
Initiative Level: D6 to D8
Confidence Level: Confident
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6 to D8/D8 to D10 – after 1972, at least 50% of their forces will be regular.

Typical 1963–74 PAIGC Organization (as noted by Portuguese Intel)
Typical Fighting Band – Platoon in PAIGC parlance
1 x Leader w/PPSh or AK
1 x Gunner w/DPM or RPD LMG
(Lt. AP:1/AT:0)
5–10 x Rifleman w/AKS or AK
1x Gunner with RPG-2 or RPG-7
(Med. AP:2/AT:2(M)
Note on PAIGC weapons: Until 1967 the most common weapons used were the Mosin-Nagant, Mauser 98 and PPSh SMGs. From 1968, the AKS (Soviet or Chinese copies) and the AK became the most common weapons found with guerrillas killed or captured by Portuguese forces. PAIGC also had numbers of DShK HMG, 60mm , 82 mm and 120mm Mortars, together with 122mm rocket launchers mostly used in standalone form (as in Vietnam or, or more recently, Afghanistan), KPM 14.5mm in AA mode, supported by SAM-7 Strella launchers and ZPU 23-2. In the Liberated Area (General Government) the use of 76mm Zis-2 and 122mm M38 Howitzers was reported in PIDE/DGS documents.



FRELIMO REGULAR, 1974

Angola – UPA

Calling the Union of Peoples of Angola a fighting movement is humorous at best, as it was basically a political movement that tried to co-opt and control all intellectual groups that opposed the Portuguese Government in Angola. UPA was primarily an ethnic biased group and most of their actions were against local workers on Portuguese farms and Plantations. The group evaporated by 1961, making way for more formalized groups.

The only known "organization" used by the UPA was the "band," comprising from 50 to 200 fighters armed with ethnic weapons, such as machetes, spears and a few muzzle-loaders or old hunting rifles.

For organization and stats, use those from the Villa Teixeira scenario, as they are typical of the groups fielded by the UPA.

Angola – FNLA

Often considered the successors of the UPA movement, the Frente Nacional de Libertação de Angola (National Liberation Front of Angola), did draw some of its leadership from the older movement, but at its base, it was a new, independent organization. UPA leadership also contributed to the development of the MPLA and UNITA.

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Initially supported by Mobutu's Zaire and the USA, the FNLA's operations were limited to areas near the Zaire frontier. The FNLA quickly lost steam under the combined weight of successful Portuguese intervention and internal political conflict. By 1964 the MPLA was taking control of regions formerly claimed by the FNLA.

Like most guerrilla movements in the area, the "band" or "group" was the FNLA's base element. Its largest operations involved only 50 to 70 guerrilla fighters. FNLA groups tended to "bombshell" quickly after encountering Portuguese units.

Most FNLA fighters were armed with European weaponry from World War II, usually from French, Czech or US sources, and were lacking heavy weapons. Between 1973 until 1975, the Chinese started to send some numbers of copies of Soviet weapons and the FNLA adopted a Soviet style organization. Their groups disbanded after the defeat at the battle of Quifagondo fought for the control of the governments of Luanda and Angola 1975.

Typical FNLA Attributes
Initiative Level: N/A
Confidence Level: Low
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6/ D6 to D8
Typical Unit Attributes:

- Irregulars

Typical FNLA Band
1x Leader w/SMG
12–24x Riflemen w/Bolt-Action Rifles (MAS-36, Mauser, Mosin-Nagant, Garand, etc.)

Angola – MPLA

The Movimento Popular de Libertação de Angola or Popular Movement for the Liberation of Angola (MPLA) started as a Marxist orientated group that emerged after the dissolution of the UPA. From the very start, the MPLA received support from Soviet-backed countries like Zambia, so it was natural that they would nominally use soviet-style TO&E and designations. The organization seems impressive on paper, but in reality so-called companies and brigades usually consisted of a couple of dozen to a couple hundred men. Still, the MPLA tended to be well armed with SKS, AKs, DPMs, RPKs, RPDs, and some RPGs

While the MPLA leadership tried to organize their field troops (FAPLA - Forcas Armadas Populares de Libertacao d Angolain or Armed Forces for the Liberation of Angola) in the Soviet style, complete with Military Regions and GHQ for them, in reality their ability to control territory was extremely slim after 1968 thanks to regular patrols along the border and the actions of Portuguese special forces.

Despite their intent to create an effective and disciplined fighting force, the MPLA was unable to fulfill their ambition to create an effective and disciplined fighting force until late 1975, when the Cubans started their intervention in Angola.

The most common unit encountered in the field was a "group" ranging from 30 to 50 fighters which would typically attempt to "bombshell" as soon as they made contact with Portuguese forces.

After the Independence in 1975, the MPLA armed forces (FAPLA) finally adopted full Soviet style organizations.

Typical MPLA Attributes
Initiative Level: D6
Confidence Level: Confident
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6 (and very rarely D8, only on pick-up individuals) /D8 to D10

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Typical 1963-74 MPLA/FAPLA Organization
Typical Infiltration Group
1x Leader w/PPSh or AK
1x Gunner w/DPM or RPD LMG (Lt. AP:1/AT:0) or RPG-2 or RPG-7 (Med. AP:2/AT:2(M)
8–10x Rifleman w/AKS or AK

Mozambique – FRELIMO

As in Angola and Guine, the Frente de Libertação de Moçambique or Liberation Front of Mozambique (FRELIMO), started as a foreign-based liberation movement, mostly connected with a specific ethnic group and a Marxist political concept. It soon embraced Soviet-style conceptions. Despite its close ties to the Soviet Union, the FRELIMO leadership also contrived to receive some Chinese technical, tactical, and political support.

In late September, 1964, the Portuguese military leadership's lack of strategic vision allowed FRELIMO to plan and execute several successful operations, particularly in the north, near their safe havens in Tanzania.

As FRELIMO fighters grew bolder and better equipped, they were able to put several Portuguese actions in check, often through the use of elusive tactics that avoided direct contact and featured extensive mining and ambushes along main supply routes.

As usual with these types of groups, FRELIMO made use of Soviet-style designations coupled with a more ad hoc organizations.

After 1972, internal problems associated with ethnic divisions within FRELIMO, and the improved Portuguese military tactics helped re-establish equilibrium to the fighting within Mozambique. Portuguese Special Units were able to destroy most of FRELIMO's logistic support inside Mozambique and abroad (in Malawi, Zambia and Tanzania). These efforts were so successful that by 1974, FRELIMO actions were heavily deterred and the Portuguese held firm control over most of Mozambique's rural areas.

Like the MPLA, the FRELIMO fighters tended to be well armed with few old weapons in use. By 1970, they had received a large supply of SKS, AK, RPDs, along with some numbers of RPGs. Still, the most commonly deployed weapon in the FRELIMO arsenal was the antipersonnel mine, sown along roads and verges.

As in other former Portuguese colonies, the FRELIMO armed forces (FPLM after 1974) finally adopted full Soviet-style organization after Independence in 1975.

Typical FRELIMO Attributes
Initiative Level: D6 (or even D8 on early operations)
Confidence Level: Confident
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6 (could go up to D8 on early operations)/D8 to D10

Rhodesian troops escorting an Eland 90 armored car (photo: Dave Bennett, models: Eureka & Force of Arms).

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Typical 1964–74 FRELIMO Organization
Typical Infiltration Group
1x Leader w/SKS or AK
1x Gunner w/DPM or RPD LMG (Lt. AP:1/AT:0) or RPG-2 or RPG-7 (Med. AP:2/AT:2(M)
8–12x Rifleman w/AKS or AK

RHODESIAN BUSH WAR ORGANIZATIONS

Rhodesian Security Forces Organizations

Most units of Rhodesian Security Forces were organized in a very similar manner, especially by the early 1970s. Therefore, to avoid repetition we will discuss the two types of squad organization utilized, followed by giving game statistics for various unit types.

The Infantry Section

Prior to the 1965 UDI declaration infantry units of the Rhodesian Security Forces were organized in a similar manner to that of other British Colonial and Commonwealth nations. That is to say each rifle section consisted of a command team, a maneuver element, and a machinegun team to provide support. This remained the standard organization for a short time after independence and indeed some units would retain the old section organization throughout the war, however by the early '70s most Rhodesian units would adopt the four-man "Stick" model discussed below.

The Commonwealth style Section was organized as follows:

Command Group
1x Corporal w/FN-FAL
2x Privates w/FN-FAL

Gun Group
1x Lance Corporal w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Loaders w/FN-FAL

Rifle Group
5x Privates w/FN-FAL

A rifle platoon would generally consist of three rifle sections led by a four-man command section.

This organization would be primarily used by Rifle Companies of the Rhodesian Regiment and Rhodesian African Rifle prior to around 1970 as well as those of the Rhodesian Light Infantry prior to its conversion to a commando Battalion.

The Infantry Stick

The infantry stick emerged due to the need to develop an infantry unit that was capable of being transported by the Alouette III helicopter. The Alouette was a small aircraft, and after being fitted with a door gunner and armor for the pilot, its lift capacity was reduced to only four men. The stick organization would be adopted by the vast majority of Rhodesian units (police and guard force units being the most notable exceptions) by war's end. The stick was organized as follows:

1x Stick Leader w/FN-FAL
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Privates w/FN-MAG

Platoon or troop organization under the stick model was far more fluid than the older section organization. For example a typical Fireforce deployment would consist of three sticks deployed by helicopter and a further three to five airborne sticks.

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One side-effect of the stick organization was an increase in firepower due to each stick being allocated a machinegun rather than one gun for each section. This inevitably led to a shortage in machineguns. In practice this meant that many units would have to make do with older Bren guns rather than the standard FN-MAG.

Typical Unit Attributes for Rhodesian Security Forces

- Regulars
- *Cover/Drake Shooting*
- *Advanced First Aid Training*: Troopers with specialized medic training were common in Rhodesian units. Even down to the stick level it was not unusual for someone in the unit to be a trained medic and carry a "stick medic" kit. Therefore, unless otherwise specified by a scenario Rhodesian regular units have the *Advanced First Aid* Training characteristic. This does not apply to Guard Force and other militia units or police troops.
- Attributes peculiar to a specific formation will be described in the appropriate sections below.

THE SELOUS SCOUTS

The Selous Scouts were one of the units comprising the Rhodesian Special Forces whose mission was stated to be the "clandestine elimination of terrorists within and without the county."

Typical Selous Scouts Attributes

Initiative Level: D10 to D12
Confidence Level: Confident to High
Supply level: Abundant
Body Armor: N/A
Troop Quality/Morale: D10 toD12/D10 to D12
Typical Unit Attributes:

- Regulars
- Selous Scouts have *Indigenous Scouts* and when on pseudo-operations are considered to be *Stealthy*.

The Selous Scouts utilized the stick model of organization. On pseudo-operations this was likely to have been altered to reflect the organization they were attempting to mimic.

THE RHODESIAN SAS

The SAS spearheaded many of the cross border operations during the war.

Typical Rhodesian SAS Attributes

Initiative Level: D10 to D12
Confidence Level: Confident to High
Supply level: Abundant
Body Armor: N/A
Troop Quality/Morale: D10 to D12/D10 to D12
The SAS utilized the stick model of organization after about 1970. Prior to that point they are known to have operated in five-man teams.

THE RHODESIAN LIGHT INFANTRY

Arguably the premier Rhodesian unit; the RLI perfected the Fireforce concept and were commonly deployed in cross border raids late in the war.

Typical Rhodesian Light Infantry Attributes

Initiative Level: D10
Confidence Level: Confident to High
Supply level: Abundant
Body Armor: N/A
Troop Quality/Morale: D10/D10 to D12
The RLI utilized the section organization until about 1970 and then adopted the stick model.

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RHODESIA REGIMENT, INDEPENDENT RIFLE COMPANIES, AND RHODESIAN AFRICAN RIFLES

These troops comprised about four battalions in all, and performed a large percent of the routine soldiering of the war. The Rhodesian African Rifles were a very well thought of unit that often was utilized in a Fireforce role.

Typical Rhodesia Regiment/RAR Attributes

Initiative Level: D8 to D10
Confidence Level: Confident to High (RAR troops should tend to be classed as High)
Supply level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D8/ D8 to D10

These units originally utilized the section organization, but many adopted the stick model in the second half of the war. RAR units in the Fireforce would do so as a matter of course.

GREY'S SCOUTS

A unique horse mounted infantry unit that was formed in the final years of the conflict.

Typical Grey's Scouts Attributes

Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D8/ D8to D10
Typical Unit Attributes:

- Mounted Cavalry
- *Pointman*

Grey's Scouts operated in the stick formation. Units of Grey's Scouts were often detached to other formations and usually fought in groups of two or three stick in such cases. Grey's sticks very rarely were armed with a machinegun.

COVER/DRAKE SHOOTING

Rhodesian troops, particularly members of Fireforce, developed a method of dealing with ambushes in the bush in which they would "kill" any soft cover that might hide an ambusher. Quick "double-taps" were fired into the base of tree-trunks, clumps of thick foliage, etc. This technique proved to be quite effective in not only flushing enemy ambushes, but also killing ambushers who, thanks to their poor training, had an unfortunate habit of clumping close together and using obvious positions.

To reflect this capability, Rhodesian regular units can attempt to Cover Shoot enemy units that are Hidden or laying in Ambush.

When a Rhodesian unit approaches within Optimum Range of a Hidden or Ambushing enemy unit, it can perform Cover Fire before any spotting checks or Ambush attacks are performed. Cover Shooting can only be used by units that are Well Supplied. The Cover Shooting unit will roll a half Firepower attack against the Hidden/Ambushing unit. Keep track of the number of successful (4+) die rolls were made in the attack.

The Hidden/Ambushing unit will defend as normal and its Defense will *not* be reduced if the Firepower value is lower than its Basic Defense. Casualties are determined as normal.

If the Cover Shooting attempt rolled more successes than failures, the Ambush is blown and a Round of Fire is resolved in which the Cover Shooting unit automatically fires first.

If the Cover Shooting attempt caused one or more casualties, normal Morale rules apply. If the Hidden/Ambushing unit fails its Morale check, it is automatically Spotted.

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Para-Military Forces

The British South African Police

The BSAP (a name carried over from the pre-UDI days) took a very active role in the war. In addition to normal rural policing duties, BSAP maintained two units (The Anti-Terrorism Unit and Police Support Unit) that took a direct role in counter-insurgency operations. Given that most Rhodesian policemen were former soldiers and due to their direct combat role, they are rated higher than most police units under *Force on Force*. BSAP units also operated in a five-man section throughout the conflict.

Typical BSAP Attributes

Initiative Level: D8
Confidence Level: Confident to High
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D8 to D10
Typical Unit Attributes:

- May deploy Dog Teams

BSAP Police Troop

BSAP Police Section

1x Sergeant w/Sterling or Uzi sub machinegun
1x Gunner w/L4a2 Bren (Lt. AP:1/AP:0)
3x Constables w/FN-FAL

A police troop consisted of three to seven such sections, although it would rarely have them all in the same location. Occasionally Police units would field "support sections." Ideally these would be armed with an FN-MAG if available and possibly a second Bren.

Guard Force and Security Force Auxiliary Units

These were militia units meant to provide internal security in order to free up military and police units for more active duties. These were of dubious military value. This was especially so in the case of the Security Force Auxiliaries who were often amnestied insurgents of dubious loyalty. These operated nominally in eight man sections, but were often not at full strength due to desertions. Militia units should be treated as irregulars in *Force on Force*.

Typical Auxiliary Unit Attributes

Initiative Level: D6 to D8
Confidence Level: Low to Confident
Supply level: Poor
Body Armor: N/A
Troop Quality/Morale: D6/D6 to D8
Typical Unit Attributes:

- Irregulars
- Generally subject to *Outgunned* rule.
- Subject to Shrinkage.

Typical Militia Unit

1x Corporal w/G3
7x Guards w/Lee Enfield

ZANLA insurgents (photo: Dave Bennett, models: The Assault Group).

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Although some militia units were fortunate enough to be issued with G3 rifles or captured insurgent weapons, most were only armed with World War II vintage bolt action Lee Enfield rifles. Whatever weapons these units did happen to have, only a very limited amount of ammunition was ever issued. Thus militia units should always be subject to the Outgunned rule.

INSURGENT FORCES

The two insurgent groups that fought in the war had a distinct character based upon who happened to be training and supplying them.

THE ZIMBABWE AFRICAN NATIONAL LIBERATION ARMY (ZANLA)

ZANLA was mainly backed by the Chinese and thus followed the Maoist principles of guerrilla warfare. Although ZANLA had a fairly sophisticated organization on paper, this was at best wishful thinking. In reality ZANLA groups usually infiltrated Rhodesia in numbers between a dozen and one hundred. In combat ZANLA forces operated in small teams of roughly five to eight men, but even this could vary wildly given the informal nature of their organization. A typical ZANLA team might resemble the following:

Typical ZANLA Attributes

Initiative Level: N/A in most cases
Confidence Level: Low to Confident
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6/D6 to D8
Typical Unit Attributes:

- Irregular
- *Elusive*
- *Callous*

ZIPRA regulars (photo: Dave Bennett, models: Eureka).

- Subject to Shrinkage

Typical ZANLA Unit

1x Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0) or RPG-2 (Med. AP:2/AT:2(M)
4x Guerrillas w/AK-47

ZANLA forces should always be treated as irregulars and should usually be subject to Shrinkage to reflect their tendency to "Bombshell" when hard pressed by security forces. When defending their bases in Mozambique in the last year of the war, ZANLA forces often showed a greater willingness to fight and should be rated D8 or in some cases (such as AA gun crews) as high as D10 for morale.

THE ZIMBABWE PEOPLE'S LIBERATION ARMY (ZIPRA)

ZIPRA were trained and armed by the Soviet Union and several countries in the Warsaw pact. Thus, their motivation was to fight a more conventional revolutionary war. Like ZANLA, ZIPRA's organization never really achieved the sophistication that their training called for, but it was more rigid and consistent.

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Most ZIPRA units fought in squad-sized units organized along Soviet lines. Rhodesian forces could quickly determine which of the two insurgent groups they were facing by their battlefield behavior. Due to the fact that they often utilized conventional fire and maneuver tactics and were organized like a conventional force, ZIPRA units should be treated as low quality regulars.

Typical ZIPRA Attributes
Initiative Level: D6
Confidence Level: Confident to Low
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6/D6 to D8
Typical Unit Attributes:

- *Elusive*
- Subject to Shrinkage despite being regulars

ZIPRA Squad
Command Section
1x Leader w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
1x Guerrilla w/AK-47

Rifle Section
Grenadier w/RPG-2 (Med. AP:2/AT:2(M)
4x Guerrillas w/AK-47
A ZIPRA platoon might consist of two to four such squads and a small command element.

Mozambique regulars in action (photo: Dave Bennett, models: Force of Arms & Mongrel).

FRELIMO

Although not up to Western standards, the newly reorganized army of Mozambique fought in a professional manner and was organized and armed along Soviet lines. Rhodesian troops were on occasion surprised by the tenacity that the "Freddies" showed under fire.

Typical FRELIMO Attributes
Initiative Level: D6 to D8
Confidence Level: Confident to Low
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D6 to D8
Typical Unit Attributes:

- *Poor Initiative*

FRELIMO Squad
Command Section
1x Sergeant w/AK-47
1x Gunner w/RPD (Lt. AP:1/AT:0)
1x Loader w/AK-47

Rifle Section
1x Corporal w/AK-47
1x Grenadier w/RPG-2 (Med. AP:2/AT:2(M)
4x Privates w/AK-47
A platoon would consist of three or four such Squads (often mounted in BTR-152 or BTR-60 APCs).

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The distinctive Rhodesian camouflage pattern employed by all branches of the Rhodesian Security Forces and police (photo: Eric H. Larson).

Rhodesian Bush War Uniform And Weapon Guide

Rhodesian Security Forces

At the time of the UDI declaration Rhodesian forces were issued the British tropical uniform in a light drab khaki color, consisting of battledress trousers, two-pocket shirt, and bush hat. With this was issued either World War II vintage Pattern 37 webbing or more rarely the newer pattern 58 model. The standard rifle at the time was the British issue L1a1 semi-automatic version of the FN-FAL. This was to be the standard load out for Rhodesian soldier during the first two or three years of the war.

Soon after independence a new two-piece uniform was designed that was made in a distinct three color camouflage pattern consisting of green and brown areas, over-printed with groups of narrow green and brown brush strokes. This was issued with a new peaked cap with a neck flap that could be worn in three positions. As existing stocks of British-made webbing dried up, a new Rhodesian set was introduced in 1969, but this proved unpopular due to its perceived shoddy construction and the ammunition pouches only holding a single magazine each. This set was supplemented by imported sets of South African Pattern 70 webbing. Both styles of web gear were a dark green color when issued, but quickly faded to a light green or grey shade with use. Footwear issued with the new uniform was brown leather boots of the South African or Israeli "two buckle" style in brown leather. South African steel helmets were issued, but almost never worn in the field.

As stocks of the L1a1 dried up due to the arms embargo, large numbers of FN-FAL rifles were imported from South Africa as well. These came from several sources, but most were the South African produced R1 as issued to the SADF. The ubiquitous FN-MAG remained the standard light machinegun throughout the war, but many units had to make do with the 7.62 version of the elderly Bren gun due to shortages. Oddly enough the Rhodesians do not seem to have utilized the MAG in its tripod-mounted sustained-fire role, instead preferring .50 caliber Browning machineguns and captured DShKs instead. Other captured weapons saw much use, with RPD and RPK light machineguns being very popular. Likewise, captured RPGs were sometimes issued, but these were mostly in cross border raids where there was a threat of FRELIMO armor. Some units utilized Uzi, Sterling, and locally made "Rhuzi" sub machineguns as well as semi-automatic Browning "auto five" 12 gauge shotguns for close quarters work. Finally, many units utilized standard NATO rifle grenades of both anti-personnel and anti-tank varieties and a wide selection of fragmentation, white phosphorous, and smoke grenades were carried.

In most Rhodesian units, uniform regulations while in the field were extremely relaxed. Many troopers tailored their shirts to shorten the sleeves and many men wore privately acquired t-shirts either printed in a

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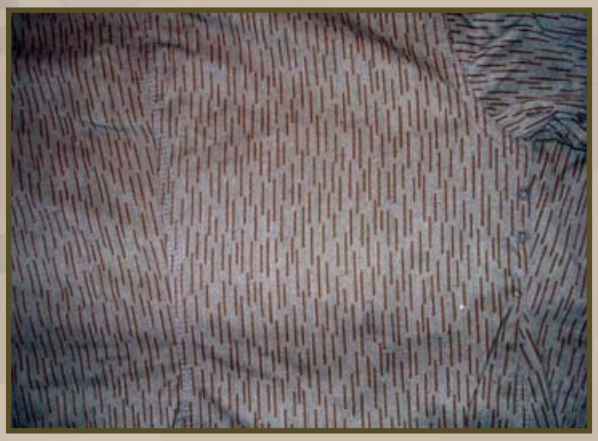
camouflage pattern or in solid colors like khaki or green. Instead of long pants, shorts were commonly worn in the field. These were usually the Rhodesian army's green PT shorts, but privately purchased examples in colors such as khaki, black, or dark blue were sometime seen. Some men cut down issue pants to create camouflaged shorts. Toward the end of the war, the one-piece jump suit manufactured in Rhodesian camouflage became a common item as did custom-made camouflage hats of the "boonie hat" variety.

Unsatisfied with their issue webbing, Rhodesian troops sometimes wore captured "chicom" chest pouches to carry their ammunition. The popularity of this resulted in a large variety of homemade chest pouches and assault vests becoming popular. Later some of the designs were professionally made to be sold to the troops through Rhodesian tailors and sporting goods stores. All of these chest pouches and vests were generally referred to as "Fireforce Vests".

Finally, White Rhodesian troops almost always applied streaks of black camouflage cream to exposed skin before going into action if time permitted. Likewise in the final years of the war, painting weapons with green, yellow, or brown camouflage paint became almost universal.



East German Strichmuster (known in the West as "Raindrop" or "Rice Fleck" pattern) camouflage was shipped in large quantities to Africa and saw service with many different groups and nations (photo: Eric H. Larson).

Insurgent Forces And The Mozambique Army

ZANLA forces, as befitted their very irregular nature, were very haphazard in their dress. Most wore civilian clothing or a mix of military and civilian items in the field. Photographic evidence indicates that dark colors like green, brown, and tan were common and clothing made of blue denim was also popular. Where military camouflage was worn, it was usually ex-Portuguese "lizard pattern" or East German "raindrop pattern" material. After 1975, some ZANLA units were fortunate enough to receive khaki Mozambique army uniforms. In any event, uniformity was the exception rather than the rule.

ZIPRA units were much more uniform in appearance than their ZANLA counterparts. Plain two-piece khaki or green uniforms were commonplace as were a variety of camouflage items. Portuguese and East German camouflage was once again the most common, but both Soviet and Cuban camouflage uniforms were sometimes present.

Both insurgent groups utilized webbing from a variety of sources, but chest pouches of the "chicom" pattern were so common as to be almost universal.

The Mozambique army of the 1970s was in a stage of transition and a variety of uniforms were worn. The most common was a two piece khaki set, although some units continued to wear old Portuguese uniforms. East German camouflage was as always very common in FRELIMO's army. Mozambique army units wore a mix of Soviet, Chinese, and East German webbing and steel helmets of Soviet, East German, and Bulgarian origin were issued.

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Insurgents in Rhodesia used a very large variety of weapons, but SKS and AK-47 type rifles from a variety of sources were most common. Sub machineguns such as the PPSh-41 were also used and Soviet Tokarev TT-33 and Czech CZ-52 pistols were badges of rank for insurgent leaders. The RPD was the most commonly used machinegun but some guerrillas used World War II vintage DP machineguns and newer RPKs and PK general-purpose machineguns were sometime encountered. Hand grenades were usually Chinese "stick grenade" type models and soviet F1 and RGD-5s. RPG anti-tank rocket launchers were commonplace, with both the RPG-7 and older RPG-2 model being used. Soviet or Chinese recoilless rifles were sometimes used and insurgent bases in neighboring countries were usually defended by heavy weapons such as heavy machineguns and anti-aircraft guns.

THE SOUTH AFRICAN BORDER WAR

The SADF

The South African Defense Forces (SADF) were broadly broken down into two types of units: Citizen Force (CF) and Permanent Force (PF). Citizen Force units drew their manpower from reservists who had previously completed their military obligation under South Africa's National Service system. Under this system, all white males were liable to an initial call-up with the regular army for two years and then service for a number of years after in the reserves. On the other hand, Permanent Force units were composed of those who had voluntarily enlisted or were currently performing their national service and comprised South Africa's standing army.

The SADF was very flexible in its organization. At higher levels of organization, individual sub-units could be temporarily brought together to perform a specific task in a similar manner to the "Kampfgruppe" system that the Germans had employed in World War II. At lower levels, this flexibility meant that the specific composition of platoons and squads could vary based upon, for example, the transport capacity of the vehicles being utilized. Thus the following organizations should be considered representative of the ideal and that a unit's composition could vary a good deal at any given point.

SADF CAPTAIN, 32 BATTALION, 1981

Infantry

The two main sorts of infantry formations employed by the SADF were Modular Infantry and Mechanized Infantry units. Modular Infantry were mainly comprised of reservists from the CF built around a cadre of PF leaders. Modular units were not armed and equipped to the standard that Mechanized formations enjoyed, and the five Modular Infantry battalions were mainly deployed in a static role along the border. A Modular platoon consisted of four ten man sections Modular units sometimes employed Buffel mine protected APCs, but usually utilized trucks and land rovers for transport.

Typical Modular Infantry Attributes

Initiative Level: D8 to D10

Confidence Level: Confident to High

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Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/ D8 to D10
Typical Unit Attributes:
- *Medics* are commonplace

Modular Infantry Section
1st Group
1x Leader w/R4
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Riflemen w/R4

2nd Group
1x Leader w/R4
6x Riflemen w/R4
Note: Modular infantry units would sometimes be armed with a Bren gun instead of an FN-MAG. The Bren is classed as a SAW (Lt. AP:1/AT:0)

The Mechanized infantry formations were much better armed than their Modular counterparts and were more suitable for aggressive operation. Mechanized units were organized into platoons of three sections transported by Ratel 20 IFVs. A fourth vehicle (usually either a Ratel 60 or Ratel 12.5/Command) transported the platoon leader as well as the platoon's 60mm mortar.

Typical Mechanized Infantry Attributes
Initiative Level: D8 to D10
Confidence Level: Confident to High
Supply level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D8 to D10/ D8 to D10

Typical Unit Attributes:
- *Medics* are commonplace

Mechanized Infantry Section
1st Group
1x Leader w/R4
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Riflemen w/R4

2nd Group
1x Leader w/R4
1x Grenadier w/RPG-7 (Med. AP:2/AT:2(M)
2x Riflemen w/R4
Note: The RPG-7 would not always be present as captured stocks were limited. In addition the section commander might on occasion carry a 40mm grenade launcher.

Sergeant, 201 Battalion, South-West Africa Territory Force, 1980s

The "Parabats": The 1st Parachute Battalion

In the last years of the war, other units were added to form a full airborne brigade, but for most of the conflict, the 1st Parachute Battalion (nicknamed the "Parabats") was the only airborne unit in the SADF. Airborne units operated in 7 man sections due to 14 man lift capacity of the Puma helicopter.

Typical Parabat Attributes
Initiative Level: D10
Confidence Level: Confident to High
Supply level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D8 to D10/ D8 to D10

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Parabat Section
1st Group
1x Leader w/R5
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
1x Rifleman w/R5

2nd Group
1x Leader w/R5
3x Riflemen w/R5
Note: The R5 is a short barreled version of the 5.56mm R4 assault rifle. As usual, squads could be armed with extra weapons such as RPGs, grenade launchers, and even an extra machinegun if the squad could obtain one.

The Special Forces: 32nd Light Infantry Battalion and the Recce Companies

These units employed a similar organization and showed the same high degree of skill in operation. The Recce units in particular were often employed in pseudo-operations much akin to the activities of the Selous Scouts in the Rhodesian Bush War in that they would operate dressed as enemy forces on a variety of reconnaissance and counter-insurgency missions. The 32nd battalion, of course was a COIN specialist unit that performed "Search and Destroy" operations also inside of enemy held territory.

Typical Special Forces Attributes
Initiative Level: D10 to D12
Confidence Level: High
Supply level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D10 to D12/ D10 to D12
Typical Unit Attributes:

- *Stealthy* when on pseudo-operations
- *Pointman*

Special Forces Section
1st Group
1x Leader w/R4 and M79 Grenade launcher (Lt. AP:1/AT:0)
1x Gunner w/FN-MAG (Med. AP:2/AT:0)
2x Riflemen w/R4

2nd Group
1x Leader w/R4
1x Grenadier w/RPG-7 (Med. AP:2/AT:2(M)
4x Riflemen w/R4
Note: Use of captured arms in these units was commonplace, especially when employed on Pseudo operations. As always extra special weapons were issued were available.

Paramilitary Forces

Inside of Southwest Africa, the South Africans employed a variety of police, militia, and territorial units of varying efficiency. While police formations tended to be good quality, others lacked in training and effectiveness. In particular, South Africa formed several units of "Guard Force" militia that were very similar in nature to and performed the same tactical role as the Guard Force units in Rhodesia had; providing static security for indigenous population centers to free up other troops) These were "organized" on an ad-hoc basis and should probably be treated using the same unit stats provided under the Rhodesian section. (with the exception of being subject to the Outgunned rule as these units usually were armed with more up to date weapons than were Rhodesian Guard Forces.) In addition there existed seven battalions of Southwest African Territorial Forces raised from the local population for internal security operations inside of Southwest Africa. These should be given similar stats to the Modular Infantry units.

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Finally, the most well-known of the paramilitary forces employed by the South Africans was the Southwest African Police Counter-Insurgency Unit, more familiarly known as "Operation K" or "Koevoet". (Koevoet is Afrikaans for "Crowbar", a reference to its role of "prying" SWAPO insurgents from their hiding places) Koevoet would later be vilified and accused of numerous atrocities in the Western press and by SWAPO propaganda, but it would gain for itself a reputation as a highly skilled counter-insurgency specialist formation that had one of the highest kill rates of the war. Koevoet units generally operated in groups of four ten man sections mounted in Casspir (and later Wolf Turbo) vehicles.

Koevoet

Typical Koevoet Attributes
Initiative Level: D10
Confidence Level: High
Supply level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D8 to D10/ D8 to D10
Typical Unit Attributes:

- *Indigenous Scouts*

Koevoet Section
1st Group
1x Leader w/G3 or R4
1x Gunner w/RPD (Lt. AP:1/AT:0)
2x Riflemen w/G3 or R4

2nd Group
1x Leader w/G3 or R4
1x Grenadier w/RPG-7 (Med. AP:2/AT:2(M)
4x Riflemen w/G3 or R4
Note: Koevoet formations employed a good number of captured small arms, especially light machineguns and RPGs. Some men preferred to use AK-47s to their issued rifles as well. Koevoet units should always enjoy the presence of an Indigenous Scout.

UNITA

As the war progressed UNITA gained support and training from South Africa and began to be (albeit to a limited degree) capable of operating as a conventional force. UNITA platoons were organized into three ten man sections, but these could vary quite a bit in practice. In *Force on Force*, UNITA are treated as poor quality regulars.

Typical UNITA Attributes
Initiative Level: D6 to D8
Confidence Level: Confident
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D6 to D8/D8
Typical Unit Attributes:

- *Poor Initiative*

Much of Angola's armored force consisted of old World War II-era vehicles like this T-34/85 and SU-100 (photo: Dave Bennett, models: Battlefront & Old Glory).

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UNITA Infantry Section
1st Team
Leader w/G3, FN-FAL or AK-47
Gunner w/RPD (Lt. AP:1/AT:0)
3x Riflemen w/G3, FN-FAL or AK-47

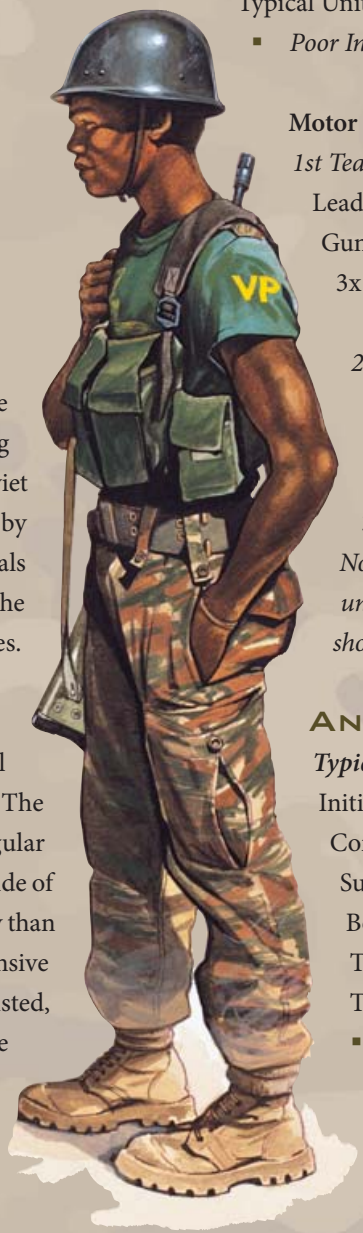
2nd Team
Leader w/G3,FN-FAL or AK-47
Grenadier w/RPG-7 (Med. AP:2/AT:2(M)
3x Riflemen w/G3, FN-FAL or AK-47

The Angolan Army; FAPLA

The regular Angolan army was, after the departure of the Portuguese, remodeled along Soviet lines. Such was the influence of the Soviet model that the training manuals utilized by the Angolans were simply Red Army manuals translated from Russian! The cutting edge of the Angolan army were five Motor Rifle brigades. These were mechanized infantry formations that usually utilized BTR-152s or BTR-60s for transport. Late in the conflict, a small number of BMP-1s were also introduced. The Angolan army also employed some 17 regular infantry brigades in static defensive roles inside of Angola. These were generally of lesser quality than the Motor Rifle units and less capable of offensive operations. Finally, local militia units also existed, but their quality was dubious at best, and these were confined to internal security duties.

Angolan infantry were organized on the Soviet model in three-squad platoons.

Typical FAPLA Attributes
Initiative Level: D8
Confidence Level: Confident
Supply level: Normal
Body Armor: N/A
Troop Quality/Morale: D8/D8 to D10
Typical Unit Attributes:
- *Poor Initiative*



Special Constable, South African Police Security Branch, 1980s

Motor Rifle Squad
1st Team
Leader w/AK-47
Gunner w/RPD or RPK (Lt. AP:1/AT:0)
3x Riflemen w/AK-47

2nd Team
Leader w/AK-47
Grenadier w/RPG-7 (Med. AP:2/AT:2(M)
3x Riflemen w/AK-47

Note: The above stats reflect Motor Rifle units. Regular infantry formations should have a morale value of D8.

Angolan Militia

Typical Angolan Militia Attributes
Initiative Level: D6
Confidence Level: Low to Confident
Supply level: Poor to Normal
Body Armor: N/A
Troop Quality/Morale: D6 to D8/D8
Typical Unit Attributes:
- *Outgunned*

Militia Squad
1st Team
Leader w/PPSh-41 SMG
Gunner w/RPD or DP (Lt. AP:1/AT:0)
3x Riflemen w/M91/30

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2nd Team
Leader w/M91/30
4x Riflemen w/M91/30
Note: Militia units were often armed with World War II-era weapons such as Mosin-Nagant M91/30 or M44 rifles and thus should be subject to the Outgunned rule.

Cubans

The presence of large numbers of Cuban forces in Angola, gave FAPLA a degree of effectiveness greater that other African armies. By 1987 there were some 40,000 Cubans in Angola, although most of these acted in an instructor or advisory role. About 20,000 Cubans manned the various Cuban Motor Rifle units. It was the presence of these Cuban forces in direct combat that brought a halt to the SDAF's counter-attack at Cuito Cuanavale.

Cuban Motor Rifle units also followed the Soviet model employed by their Angolan allies. Cuban forces were better armed than their Angolan comrades, however.

Note: In most cases Cuban forces should be restricted to advisor figures attached to unit leaders. If such advisors are present, Angolan units should be treated as having a positive die shift modifier to their morale. If separate Cuban units are modeled, use the following stats:

Typical Cuban Attributes
Initiative Level: D8
Confidence Level: Confident
Supply level: Normal to Abundant
Body Armor: N/A
Troop Quality/Morale: D8/D10
Typical Unit Attributes:

- *Poor Initiative*

Motor Rifle Squad
1st Team
1x Leader w/AK-47
1x Gunner w/RPK (Lt. AP:1/AT:0)
3x Riflemen w/Ak-47

2nd Team
1x Leader w/AK-47
1x Grenadier w/RPG-7 (Med. AP:2/AT:2(M)
3x Riflemen w/AK-47

SWAPO

Unsurprisingly, the organization of SWAPO units varied a good deal like most insurgent forces. The theoretical organization called for thirty man platoons, each with three ten-man sections, but the ideal was rarely achieved. Thus, the following should be considered representative rather than standard.

SWAPO units showed a greater willingness to stand and fight than did their ZANLA counterparts in Rhodesia, but were still horribly outmatched when facing well-trained regulars. Understandably, SWAPO units sought to avoid direct fighting with SADF units and instead preferred a hit and run style of fighting and striking "soft targets".

Typical SWAPO Attributes
Initiative Level: N/A
Confidence Level: Confident
Supply level: Normal to Poor
Body Armor: N/A
Troop Quality/Morale: D6/D6 to D8
Typical Unit Attributes:

- Irregulars
- *Elusive*
- *Callous*

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SWAPO Guerrilla Squad
1st team
Leader w/AK-47
Gunner w/DP or RPD (Lt. AP:1/AT:0)
3x Riflemen w/AK-47

2nd Team
Leader w/AK-47
Grenadier /RPG-2 (Med. AP:2/AT:2(M)

South African Border Wars Uniform and Weapon Guide

South Africa

Most South African soldiers were not issued camouflage uniforms. Instead the standard uniform for the entire period was a two piece uniform in a rich brown color known as "nutria brown". Likewise SADF vehicles were almost universally painted brown (albeit a different, lighter shade) as well. The result was that brown became identified as the color of the military, much as had olive green become synonymous with the US Army prior to the widespread issue of camouflage.

The camouflage pattern worn by Koevoet troops. This would later be replaced by a plain green uniform to reduce the chance of friendly fire accidents (photo: Eric H. Larson).

Webbing during the early years of the war was the green Pattern 70 style which was similar to the British Pattern 58 webbing. In the later years of the conflict, this would be replaced with a new system based around a nylon assault vest known as Pattern 83. Prior to the mid-1980s a steel helmet based upon the French design was issued. This was replaced with a ballistic nylon helmet similar in shape to the US PASGT helmet of the same period. The later helmet was issued with a nutria brown cover, but the steel helmet had no issued cover. As a result, it was often worn with either a net or an improvised cover made out of burlap sacking to hide the shiny surface. In any event, helmets were not commonly worn in the field. Instead a short brimmed bush hat similar in shape to that worn by the Israeli military was the most common headgear.

Members of the 32nd Battalion wore a uniform made of a distinctive camouflage pattern that came in two variants: a "summer" and a "wet season" print. This was worn with a matching cap or a beret made of the same camouflage cloth. Recce operators would often wear clothing designed to resemble enemy uniforms when on operations. To this end a wide variety of "copy camouflage" items were manufactured for issue on such occasions. Collectors have identified such clothing made in over a dozen different camouflage patterns. Special forces operators were given a wide degree of freedom in deciding upon what their personal equipment would be. This led to an eclectic mix of webbing and gear in every unit. SADF issue items were worn alongside private purchase items, items from the equipment of other countries, and captured enemy webbing. When operating in concert with conventional units, special forces troops would often wear the standard nutria brown uniform to avoid confusion and friendly fire accidents.

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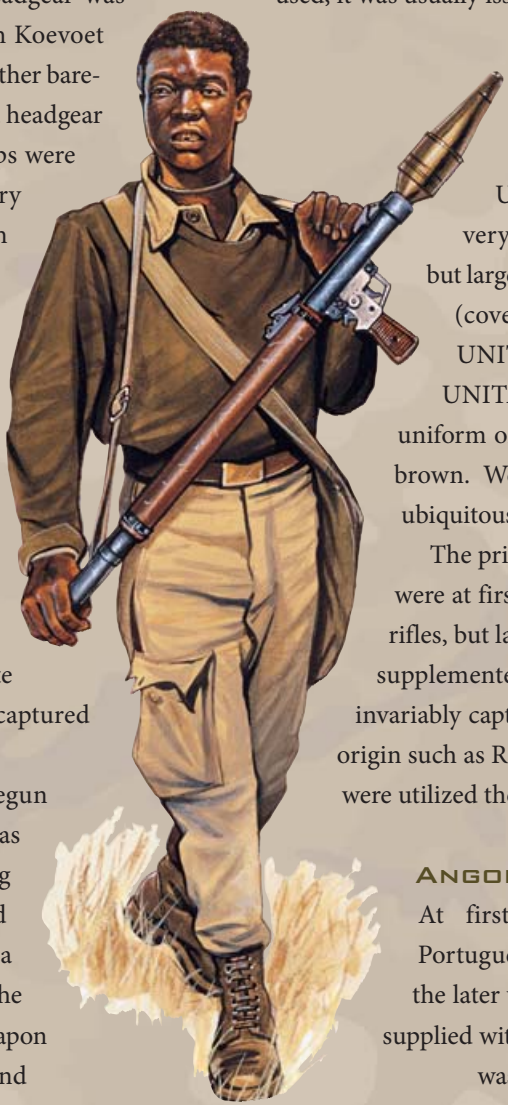
Finally, Koevoet troopers were originally issued uniforms in a distinctive camouflage pattern that somewhat resembled that worn by the Portuguese army, but this was found to result on occasion in friendly fire accidents as Portuguese camouflage was popular amongst their enemies. This was eventually replaced with a plain green uniform. Headgear was usually a matching cap, although Koevoet members often went into action either bare-headed or with privately acquired headgear such as balaclavas. Koevoet troops were known for their casual un-military appearance, and there was much variety in each unit.

Early in the war, the standard rifle of the SADF was a locally produced copy of the FN-FAL known as the R1, but by the 1980s, this was being replaced by a licensed copy of the Israeli Galil under the name R4. Supplementing these in many units (especially the para-military formations and the elite units) were large numbers of captured AK-47s.

The standard light machinegun of the SADF for most of the war was the FN-MAG, but in the closing years it was starting to be replaced by the Vektor SS-77. South Africa also employed large numbers of the elderly Browning M1919. This weapon was chambered in 7.62 NATO and was designated as the MG4 in South African service, but it was mostly utilized as a vehicle weapon. The SADF also employed the M2HB .50 caliber heavy machinegun as well as captured examples of the Soviet 12.7mm DShK and 14.5mm KPV machineguns.

Finally, extensive use was made of captured RPG-7s at all levels and examples of the US M79 grenade launcher were occasionally seen. Where the M79 (Lt. AP:1) was used, it was usually issued to the section leader.



SWAPO detachment RPG gunner, 1980

UNITA

During the insurgency campaign against Portugal, UNITA had a reputation for being very poorly armed and equipped, but large scale supply by South Africa and (covertly) by the US in the 1980s left UNITA much better off than before. UNITA troops wore a plain green uniform or occasionally SADF issue nutria brown. Webbing was SADF issue or the ubiquitous Chicom style chest pouches.

The primary small arms used by UNITA were at first ex-Portuguese G3 and FN-FAL rifles, but large numbers of AK variants later supplemented these. Support weapons were invariably captured Angolan weapons of Soviet origin such as RPDs and RPG-7s. Where vehicles were utilized they were captured enemy types.

Angola

At first the Angolan army utilized Portuguese camouflage uniforms, but in the later years of the war many units were supplied with Cuban-made uniforms. Supply was always a problem, so these might be mixed within the same unit. These were worn with either a matching camouflage cap or a dark

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Cuban "Grey Lizard" pattern camouflage as worn by both Cuban and Angolan troops (photo: Eric H. Larson).

green beret and Soviet steel helmets were standard issue, although not always worn in the field. A mix of Soviet and East German webbing and personal equipment were issued although, as always, Chinese style chest pouches were extremely common.

The standard rifle of the Angolan army was the ubiquitous AK-47, although some less well armed units would have to make do with SKS carbines. Militia units were often given old World War II era bolt action rifles. Machineguns could either be RPDs or the more recent RPK models. Heavy support weapons came in the form of 12.7mm DShK heavy machineguns and (rarely) Soviet AGS-17 grenade launchers. RPG-7s were commonly issued to units for anti-tank work and man-packed AT-3 "Sagger" anti-tank missiles were occasionally present.

Cuba

Cuban troops in Angola wore a distinctive uniform in a grey "lizard" type camouflage pattern. The same uniform was issued to their Angolan allies in the final years of the conflict. The iconic Cuban "coffee can" field cap was worn with this uniform and it was usually made in the same camouflage material as the rest of the uniform, although green examples were sometimes seen. In the field Sovietmade SSh-40 (and rarely SSh-68) helmets were usually worn. Soviet style webbing completed the Cuban uniform.

Cuban small arms were identical to that of the Angolan army, although they were more likely to be up to date examples such as RPK light machineguns.

SWAPO

Like most insurgents SWAPO guerrillas wore a mix of civilian clothes and items of camouflage supplied by their backers. Civilian clothing was most often in sensible dark colors such as brown and green. Military camouflage patterns varied widely. The most commonly used patterns were East German "Rain drop" camouflage and items made from the old Portuguese "lizard" pattern. More rarely Soviet, Cuban, Egyptian, Libyan, and Tanzanian uniform items would be seen. Webbing, when used at all, was invariably Soviet, East German, or Chinese style chest pouches.

SWAPO insurgents usually carried AK-47s from a variety of sources or, less commonly, SKS carbines. Support weapons included machineguns such as RPDs and DPs as well as RPG-2s and RPG-7s. When operating inside of Angola in defense of their bases and in concert with regular Angolan units, SWAPO forces sometimes employed heavier weapons such as mortars, recoilless rifles, and vehicles up to old T-34 tanks.

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VEHICLES

RHODESIAN VEHICLES

SOFT-SKIN VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
Land Rover	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+7	
Convoy Escort Vehicle	W	M2hb (Med. AP:4/AT:1) or Twin .303 Browning (Lt. AP:4/AT:0)	N/A	1D6	1D6	1D6	1D6	2+2	Represents a variety of land rovers, pickups and other light vehicles armed for escort and patrol work.
Unimog or Bedford Truck	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+15	Occasionally armed with a single MG.
Vaporizer	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+4	A small dune buggy type patrol and utility vehicle. Known as a "Vaporizer" as it was said to be "vaporized" if it detonated a land mine.
Leopard	W	Usually unarmed	N/A	2D6	2D6	2D6	1D6	1+5	***Mine Resistant*** ***Up Armored*** ***Open Top*** A small mine-resistant transport used by the Police and government agencies as well as being sold to the public.
Pookie	W	Spider multi-barrel shotgun (Lt. AP:5/AT:0). May only fire once per game	N/A	2D6	2D6	2D6	1D6	1	**Up Armored** **Mine Detection** See Rhodesian Bush War section for special rules in regards to the Pookie's mine detection ability.

LIGHT VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
Kudu	W	M2hb (Med. AP:4/At:1) or Twin .303 Browning (Lt. AP:4/AT:0)	N/A	2D8	2dD8	1D8	1D8	1+7	**Bar armor** **Mine Resistant** **Hardened** **Open Top** A medium mine-resistant transport used by the Rhodesian military and Police.
Crocodile	W	M2hb0 (Hvy. AP:4/AT:1(L) or Twin .303 Browning (Lt. AP:4/AT:0)	N/A	2D8	2D8	1D8	1D8	1+14	**Mine Resistant** **Hardened** **Open Top** The heavy mine-resistant transport used by the Rhodesian miltary.
Pig	W	20mm Autocannon (AP:3/AT:2(L)	2D	2D8	2D8	1D8	1D8	5+4	**Open Top** An improvised armored vehicle built on a Unimog chassis, used by the Selous Scouts.
Ferret Mk 2/5	W	Twin 7.62 GPMG (Med. AP:4/AT:0)	N/A	3D8	2D8	2D6	1D6	2	
Eland 90	W	90mm Cannon (AP:4/AT:3(M) 7.62 MG4 (Med. AP:3/AT:0)	3D	3D8	2D8	2D6	1D6	3	

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HEAVY VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
T-55	T	100mm (AP:5/AT:4(H) 12.57 HMG (Hvy. AP:4/AT:1(L)	3D	3D8	2D8	1D8	1D6	4	***Obsolete*** ***Light for Class*** Rhodesia obtained a small number of ex-Polish T-55s late in 1979, but the ceasefire occurred before they could be used in action

SOUTH AFRICAN VEHICLES

SOFT-SKIN VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
Land Rover	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+7	
Unimog or Samil Truck	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+15	Occasionally armed with a single MG.
Jakkal	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+1	A small jeep style vehicle. Occasionally armed with a single .50 or 7.62 MG

LIGHT VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
Eland 60	W	60mm Breech Loading Mortar (AP:4/AT:2(M)	3D	3D8	2D8	2D6	1D6	3	
Eland 90	W	90mm Cannon (AP:4/AT:3(M)	3D	3D8	2D8	2D6	1D6	3	
Casspir	W	M2hb or DShK (Hvy. AP:4/AT:1(L) or Twin MG4 (AP:4/AT:0)	3D	3D8	2D8	2D6	1D6	2+12	**Mine Resistant** **Hardened**
Buffel	W	M2hb or DShK (Hvy. AP:4/AT:1(L) or Twin MG4 (AP:4/AT:0)	3D	3D8	2D8	2D6	1D6	2+10	**Mine Resistant** **Hardened** **Open Top**
Wolf-Turbo	W	M2hb or DShK (Hvy. AP:4/AT:1(L) or Twin MG4 (AP:4/AT:0)	3D	3D8	2D8	2D6	1D6	2+10	**Mine Resistant** **Hardened** A improved version of the Casspir used by Koevoet.
Ratel 12.7 "Command"	W	M2hb or DShk (Hvy. AP:4/AT:1(L)	3D	3D8	2D8	2D6	1D6	3+6	**Mine Resistant** **Slow Turret** **Hardened**
Ratel 20	W	20mm Autocannon (AP:3/AT:2(L)	3D	3D8	2D8	2D6	1D6	3+9	**Mine Resistant** **Slow Turret** **Hardened** The APC version of the Ratel series.
Ratel 60	W	60mm Breech Loading Mortar (AP:4/AT:2(M)	3D	3D8	2D8	2D6	1D6	3+6	**Mine Resistant** **Slow Turret** **Hardened** Infantry support vehicle.
Ratel 90	W	90mm Cannon (AP:4/AT:3(M)	3D	3D8	2D8	2D6	1D6	3+6	**Mine Resistant** **Slow Turret** **Hardened** Infantry support vehicle.
Ratel ZT-3	W	ATGM Launcher (AP:3/AT:6(H)	3D	3D8	2D8	2D6	1D6	3	**Mine Resistant** **Slow Turret** **Hardened**

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MEDIUM VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
Rooikat	W	76mm Cannon (AP:4/AT:4(M)	3D	3D10	2D10	2D10	1D6	4	A heavy armored car introduced too late to see service in the Border War.

HEAVY VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
Oliphant 1a MBT	T	105mm (AP:4/AT: 4(H)	3D	4D10	3D10	2D10	2D6	4	**Obsolete** HESH rounds give +1 Firepower die vs. structures
Oliphant 1b MBT	T	105mm (AP:4/AT: 4(H)	3D	5D10	4D10	2D10	2D6	4	**Obsolete** **Hardened** HESH rounds give +1 Firepower die vs. structures

ANGOLAN, CUBAN AND MOZAMBIQUE VEHICLES

SOFT-SKIN VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
GAZ-69	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+8	Angola, Cuba & Mozambique
Zil-131	W	Usually unarmed	N/A	1D6	1D6	1D6	1D6	1+16	Angola, Cuba & Mozambique

LIGHT VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
BRDM-2	W	14.5mm HMG (Hvy. AP:4/AT:1(L)	3D	3D6	2D6	1D6	1D6	4	**Amphibious** Angola, Cuba & Mozambique
BRDM-AT	W	ATGM (AT-3) (AP:3/AT:4(H)	N/A	3D6	2D6	1D6	1D6	4	**Amphibious** Angola & Cuba
BTR-152	W	Pintel Mounted MG (Med. AP:3/AT:0) OR Pintel Mounted DShk (Hvy. AP:4/AT:1(L)	N/A	3D6	2D6	1D6	1D6	2+14	**Open Top** **Poor Armor** Angola & Mozambique
BTR-60PA	T	Pintel Mounted MG (Med. AP:3/AT:0)	N/A	3D6	2D6	1D6	1D6	2+14	**Amphibious** **Open Top** **Poor Armor** Angola & Mozambique
BTR-60PB	T	14.5mm HMG (Hvy. AP:4/AT:1(L)	3D	3D6	2D6	1D6	1D6	3+8	**Amphibious** **Poor Armor** Angola, Cuba & Mozambique
BMP-1	T	73mm (AP:4/AT:2(M) ATGM (AT-3) (AP:3/AT:4(H)	3D	3D8	2D8	2D6	1D6	3+7	**Amphibious** **Poor Armor** Most Examples lacked the ATGM launcher Angola & Cuba
ZSU-23-4	T	4x 23mm Auto-cannon (AP:4, AT:3(M)	N/A	3D8	2D8	2D6	1D6	3	Cuba
ZSU 57-2	T	2x 57mm Auto-cannon (AP:5/AT:3(M)	N/A	3D8	2D8	2D6	1D6	3	Angola & Mozambique
PT-76	T	D56-T 76.2mm Cannon (AT:3/AP:3(M)	3D	3D8	2D8	2D6	1D6	3	**Amphibious** Angola & Cuba

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MEDIUM VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
T-34/85 Medium Tank	T	85mm ZiS-S-53 (AP:4/AT:3(M)	3D	4D8	2D8	2D8	1D8	4	**Obsolete** **Slow Turret** Angola & Mozambique
SU-100	T	100mm (AP:5/AT:4(H)	N/A	4D8	2D8	2D8	1D8	4	**Obsolete** Angola

HEAVY VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
T-54/55	T	100mm (AP:5/AT:4(H) 12.57 HMG (Hvy. AP:4/AT:1(L)	3D	3D8	2D8	1D8	1D6	4	**Obsolete** **Light for Class** Angola, Cuba & Mozambique
T-62	T	115mm (AP:4/AT:5(H) 12.57 HMG (Hvy. AP:4/AT:1(L)	3D	4D10	3D10	2D8	2D6	4	Angola & Cuba

CONGO VEHICLES

LIGHT VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
Jeep	W	Usually unarmed	1D8	1D6	1D6	1D6	1D6	3	**Exposed Gunner**
Armoured Jeep	W	Usually unarmed	1D8	1D8	1D8	1D8	1D8	3	**Tin Can** Some jeeps in the Belgian and mercenary service were armored

MEDIUM VEHICLES

Name	Type	Firepower	MGs	Front Armor	Side Armor	Rear Armor	Deck Armor	Crew	Attributes/Notes
M8 Greyhound	W	37mm cannon/M1919A4 AP:4/AT:1(L)3D M2HB Commander's MG (Hvy. Support, AP:4/AT:1(L)	1D8	1D8	1D8	1D8	1D8	3	**Exposed Gunner** Used by ANC and Mercenary units
Ferret Mk 2/5	W	Twin 7.62 GPMG (Med. Support, P4/AT0)	N/A	3D8	2D8	2D6	1D6	2	

MINIATURES GUIDE

There are actually quite a few miniature companies out there who at the time of writing produce figures and models suitable to this gaming genre. Some of these produce more than one range suitable to one or more of the conflicts covered here. Therefore, we will discuss the three most comonly utilized scales in turn and list who makes what in each section. This should not be considered to be a complete list of what is avaiable, but it should provide the gamer with a good base from which to start his collection.

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15MM

Far and away the most prolific line of figures suitable for gaming African wars is produced by Peter Pig (www.peterpig.co.uk). Peter Pig's "AK-47 Republic" range includes a large number of figures suitable for both African insurgent groups as well as regular forces such as Portuguese and Rhodesians. Peter Pig also features a fair selection of suitable vehicles from Unimog trucks to T-55 tanks. Figures from their Modern Israeli line also make very good South Africans...especialy if one is willing to take the time to do a head swap to produce figures in "boonie hats" - the 15mm SADF figures featured our photographs are examples of this.

The best source out there for 15mm vehicles is QRF Models Limited (www.quickreactionforce.co.uk). QRF has a huge range of vehicles, helicopters, and artillery pieces that covers just about everything. They are currently the only manufactuer that makes SADF vehicles in this scale. QRF also makes a line of Soviet infantry that with an appropriate paint job will work for regular African armies such as that of Angola and Mozambique as a well as a single pack of Rhodesians.

Rebel Minis (www.rebelminis.com) has a growing range of modern 15mm figures, including two packages of African troops that work well for insurgents and regulars respectively. Likewise, Old Glory Miniatures (www.oldgloryminiatures.com) has a couple of packs of "African Irregulars" in their Command Decision line, with rumors of more to come.

Finally, don't forget that figures designed for the conflict in Somalia can sometimes be used in *Bush Wars* games. Just avoid sculpts in traditonal Somali dress! One example is the Cannon Fodder Miniatures line now sold through Blaze Away Miniatures (www.blazeaway.com.au). Another source are the Somali clansmen produced by Flashpoint Miniatures (www.flashpoint-miniatures.com).

20MM

20mm has long been a favorite of skirmish gamers, and there are many sources for figures in this scale as well. One of the oldest is the venerable Platoon 20 range, now sold through East Riding Miniatures (shop.eastridingminiatures.co.uk). They offer a range of "generic African soliders" and even their highly cinematic "Wild Geese" range has a place. Likewise, their modern Soviets and East Germans can be used in regular armies with the right paint job.

Liberation Miniatures, sold through RH Models, (www.rhmodels.com) has a very large range of African-specific models including Rhodesians, South Africans and a plethora of militia and insurgent types, as well as Cubans. Liberation also features many useful vehicles, including the only SADF vehicles in this scale. A large percentage of the photos in this supplement feature Liberation Miniatures.

Under Fire Miniatures (www.underfireminiatures.com) also produces a range of Rhodesians that really captures the eclectic dress of Rhodesian Security Force units in the field, as well as a pack of Sealous Scouts dressed as insurgents. Under fire also produces modern British troops suitable for our "Operation *Barras*" scenarios.

Finally, Elheim Figures, the producers of the official licensed *Force on Force* miniature range, (www.elhiemfigures.com) has a range of Africans that are suitable for both regulars and insurgents. Some of Elheim's African range are armed with older weapons and are thus suitable for Congo Crisis scenarios.

28MM

Nothing beats the spectacle of a table full of well-painted 28mm miniatures! In 28mm one of the best sources is Eureka Miniatures (www.eurekamin.com.au – US distributor is www.eurekaminusa.com). Eureka makes the only Rhodesian figures avaiable in this scale.

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Along with their nine Rhodesian poses, Eureka also offers a line of ZANLA figures that are suitable for many African insurgent groups. Eureka's line is exanding as well. The sculptor has indicated that he plans on eventually producing more Rhodesians as well as Portuguese troops.

The Assault Group's (www.theassaultgroup.com) "Dirtiest Africa" line of militia figures are suitable for most "AK-47 era" insurgent groups. TAG also produces a line of Modern British troops and a large number of weapon packs for the conversion minded modeler.

Two 28mm companies make Congo Crisis figures. The best of these is produced by Britannia Minatures (www.britannia-miniatures.com/catalog) and includes both mercenary troops (which with appriate paint jobs could represent many Congolese units) and some very characterful Simba. Britannia's mercenary line includes several different armed jeeps as well as personality models for Mike Hoare and Siegfreid Muller. Britannia also has a range of Somalis that make good insurgents. The other source for specific Congo Crisis miniatures is Mongrel Miniatures, now stocked by Newline Designs (www.newlinedesigns.co.uk). Mongrel has a small range of Congo mercenaries, that as usual are suitable for a wide range of units in this conflict. (Note that African natives produced by any number of companies for Colonial and "Darkest Africa" games are suitable to represent Simba armed with traditional weapons)

The biggest stumbling block for 28mm modern gaming is always the availability of suitable vehicles. One source for usuable vehicles is Sloppy Jalopy (www.sloppyjalopy.com) which produce a number of suitable Soviet vehicles and a very nice Ferret armoured car. Another source is Force of Arms Miniatures (www.forceofarms.co.uk) which makes a number of vehicles appropriate to Africa including the usual Soviet models, Centurian tanks, and a very well made Panard/Eland 90 armored car.

GLOSSARY OF TERMS AND ACRONYMS

32 Battalion:	32nd Light Infantry Battalion. A SADF COIN specialist unit comprised largely of ex-FNLA troops.
ANC:	African National Congress, an anti-Apartheid militant group in South Africa. After 1994 the ruling party. ALSO Armee Nationale Congolaise, the armed forces of the Congo after Independence.
AK-47:	Avtomat Kalashnikova. A Soviet designed 7.62x30 caliber assault rifle that since the late '60s has been the most common military rifle in Africa.
Blue Job:	English and Rhodesian slang for an airman.
Brown Job:	English and Rhodesian slang for a soldier.
BSAP:	British South African Police. The Rhodesian police force. The name is a holdover from pre-independence days.
Buffel:	An open-topped mine-protected vehicle used by South Africa
Caçadores:	Portuguese light infantry units. Many saw service in Angola and Mozambique.
CASEVAC:	Casualty evacuation.

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Casspir:	A mine-protected vehicle used by South Africa.
CF:	Citizen Force. Units comprising men drafted under South Africa's national service system.
COIN:	Counter-Insurgency
ComOps:	Combined Operations. The Rhodesian military leadership comprising representatives from all branches.
CT:	Communist Terrorist, a term for insurgents used by Rhodesian troops.
Donga:	A ditch or dry river bed.
Drake Shoot:	A tactic utilized by some Rhodesian troops to flush out hidden enemy troops. It involved systematically firing near each bit of cover likely to conceal the enemy.
Fireforce:	An air mobile quick reaction force, usually comprised of highly trained COIN specialists, with organic strike aircraft and gunship support utilized by Rhodesia.
Flecha:	Irregular troops utilized by the Portuguese army in a tracking and COIN role.
Floppy:	A term for insurgents used by Rhodesian Troops.
FN-FAL:	A Belgian designed 7.62 caliber battle rifle that was the primary arm of NATO nations for years. It is very commonplace in African wars.
FNLA:	Frente Nacional de Libertação de Angola: an Insurgent group in Angola.
FN-MAG:	A Belgian-designed light machinegun. Known as an M240 in US service and L7a1 to the British.
Frantan:	A locally produced napalm mixture utilized by Rhodesia.
Freddie:	A term for Mozambique troops used by Rhodesians.
FRELIMO:	Frente de Libertação de Moçambique, an insurgent group in Mozambique. After 1975 the ruling party.
G5:	A 155mm artillery piece in South African service known for its long range.
G6:	A wheeled self-propelled gun utilized by South Africa.
G-Car:	An Alouette II helicopter used as a troop transport by Rhodesia.
Gook:	A vulgar term for insurgents used by Rhodesian troops. Presumably the term was introduced by American Vietnam veterans in Rhodesian service.
JOC:	Joint Operations Command. A regional command center comprising representatives from various Rhodesian government agencies and branches of the military.
Kaplyn	(Afrikaans) Cutline. An area along the Southwest Africa/Angolan border that was cleared of vegetation to facilitate the detection of insurgent movement.
K-Car:	An Alouette III helicopter armed with a 20mm autocannon utilized as a gunship and command vehicle. Used by Rhodesia and South Africa.
Koevoet:	(Afrikaans) Crowbar. A COIN specialist unit of the South African Police whose name refers to "prying" insurgents from hiding places in the bush.
Kopje/koppie:	(Afrikaans) Hill.
Lekker:	(Afrikaans) Good. Nice
MPLA:	Movimento Popular de Libertação de Angola, an insurgent group in Angola.

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NDP:	(Afrikaans) Nasionale Diensplig tige. National servicemen.
Noddy Car:	Slang for an Eland armored car.
Ouen/Oke:	(Afrikaans) Boy, guy, "mate."
PATU:	Police Anti-Terrorist Unit. A COIN specialist unit of BSAP.
Panga:	A short heavy bladed machete type tool commonly used as a weapon in Africa.
Parabat:	The SADF's airborne unit – ParaBattalion, or a member of this unit.
PF:	Permanent Force. Regular units of the South African standing army.
Patriotic Front.	The joint organization of ZANU and ZAPU formed in 1979.
Pookie:	A small mine detection vehicle used by Rhodesia.
R1:	The South African variant of the FN-FAL rifle.
R4:	A 5.56mm assault rifle utilized by South Africa from the 1980s on. It is a licensed copy of the Israeli Galil
RAR:	Rhodesian African Rifles. A highly regarded unit of the Rhodesian Security Forces.
Recce:	Reconnaissance or member of a reconnaissance unit.
RENAMO:	Resistencia Nacional Mocambicana. An anti-Communist insurgent group in Mozambique, active after the country gained independence.
RLI:	Rhodesian Light Infantry. A commando battalion of the Rhodesian Security Forces best known for its Fireforce operations.
RPD:	A Soviet-designed, drum-fed light machinegun commonly used by insurgents in Africa.
RPG:	Rocket Propelled Grenade. A Soviet designed anti-tank rocket commonly encountered in Africa.
SAAF:	South African Air Force.
SADF:	South African Defense Force. The South African military.
Selous Scouts:	A Rhodesian Special Forces unit that specialized in tracking and destroying insurgent groups, often while dressed as enemy troops.
Simba:	Communist-backed rebels in the Congo known for their ferocity and belief in tribal magic.
Slot:	Rhodesian slang to shoot or kill.
Stonk:	Rhodesian slang term for attack or bombard.
SWAPO:	Southwest African People's Organization. An insurgent group active in Southwest Africa/Namibia.
Terr:	Short for "terrorist." A term for insurgents used by Rhodesian and South African troops.
Unimog:	A 2.5 ton Mercedes truck common used in Africa.
UNITA:	União Nacional para a Independência Total de Angola, an insurgent group in Angola.
ZANU:	Zimbabwe African National Union, an insurgent group in Rhodesia. After 1980 the ruling party of Zimbabwe.
ZANLA:	Zimbabwe African National Liberation Army, the militant arm of ZANU.
ZAPU:	Zimbabwe African People's Union, an insurgent group in Rhodesia.
ZIPRA:	Zimbabwe People's Liberation Army, the militant arm of ZAPU.

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AN EXCELLENT POSITION

One of your units has found an excellent position that affords them unexpected protection from enemy fire!

You may designate which of your units has located this "excellent position." As long as the unit stays in its current position it receives an additional Defense die over and above any Cover or Armor dice. If the unit moves, it loses this advantage. Other units moving into the same position will *not* receive the additional Defense die.

This card may *not* be played on a fortified position.

This card is played immediately.

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This card is played immediately.

ZERO ALPHA REPEAT LAST?

The company net informs you that soldiers from your company have been injured or killed in another engagement. Roll 1D6 to determine how the news affects them:

1-3: Your force becomes despondent and demoralized. Lower your force's Morale die by one type (i.e., D8 Morale is reduced to D6). Morale cannot be lowered beyond D6.

4-6: Your force is fired up and hungry for some pay-back! Raise the Morale of every unit in your force by one die type (i.e., D8 Morale is raised to D10). Morale cannot be raised above D12.

This card is played immediately.

YOU'RE GROUNDED!

A ferocious dust or sandstorm blows up, grounding all air assets.

All units have their Optimum Range reduced to 6".

This card is played immediately.

AMMO CONDITION BLACK

A supply snafu has left your units low on ammo. Your force is now considered to be Poorly Supplied.

This card is played immediately.

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IED CONTACT!!

An IED has detonated near one of your units!

Randomly determine which unit has been struck by the attack. The unit takes an AP:2/AT:2(M) (3" radius) attack to which it may not React. The stricken unit's Defense is determined as usual.

This card is played immediately.

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This card is played immediately.

MINE STRIKE!!

An anti-personnel mine has been detonated by one of your units!

Randomly determine which unit has been struck by the attack. The unit takes an AP:3 attack to which it may not React. The stricken unit's Defense is determined as usual.

This card is played immediately.

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This card is played immediately.

SUSPECT DEVICE!

A possible landmine has been spotted in the path of one of your units. There is no time to summon the engineers, so the device must be bypassed!

Randomly determine the unit that has spotted the explosive. Your opponent may place a marker at least 6" from that unit and at least 4" from nearby units. None of your units may approach within 4" of the marker.

This card is played immediately.

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This card is played immediately.

COMMS BREAKDOWN!?!

Your communication net has broken down! Radio traffic has been temporarily disrupted by atmospheric conditions.

If the scenario allows Initiative to change hands, your opponent automatically gains Initiative on the next turn.

If the scenario doesn't allow Initiative to change hands, your units must remain in place until the end of the next turn while the comms are sorted out. Your units may move into cover if they are not already there but no other movement is allowed. Your units may fire as normal.

This card does not apply to irregular forces. This card is played immediately.

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BLUE ON BLUE!

One of your units has been struck by friendly fire, either from an errant aircraft or off target indirect fire.

Randomly determine which unit has been struck. If it is an infantry unit, each figure in the unit must roll a 4+ to avoid becoming a casualty. If a vehicle is struck, roll on the 2 Hits column of the Vehicle Damage Results chart.

If you had air assets they are grounded as a result of the attack and lost for the rest of the game.

This card is played immediately.

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EYE IN THE SKY

If your force is regulars facing insurgents in an asymmetric engagement, a recce helicopter arrives on the scene. The insurgent player loses the ability to make out of contact moves for the remainder of the game.

GUYS, YOU NEED AN ASSIST DOWN THERE?

If your force contains regulars , a K-Car, Hind, or other helicopter gunship has arrived over your battlespace on its way back to its base to refuel and rearm. If not, then you don't.

The gunship stays on station for one turn and may use its guns to provide one attack in support of ground units. This attack strikes the enemy unit with the Firepower of the gunship's guns. Due to the angle and accuracy of the attack, infantry targets lose one die of Defense. Vehicular targets are always struck on their deck. The gunship's attack is rated at (Med. Support, AP:6/AT:3(M).

The gunship is removed from play at the end of the turn it arrives.

This card is played immediately.

WHERE ARE YOU GOING?

One of your assets (your opponent's choice) is recalled by higher command or are required to support a sister unit in contact.

Roll 1D6:

1-2: Leaves immediately, even if activated this turn.

3-4: Leaves next time it activates.

5-6: Agrees to stick around 1 more turn. Roll again at the end of your next turn.

This card is played immediately.

RONDFOK!

An officer in the lofty realms of the chain of command takes a personal interest in your operation and decides he knows better than any "strategic corporal" on the ground. His confusing and poorly considered commands, passed down through the company net, have robbed your force of its tactical initiative.

Your force loses Initiative (if you had it) and you cannot regain Initiative until General Confusion loses interest in your operation. Roll a D6 at the end of each turn. On a 5 or 6 the General has lost interest and you can test for Initiative on the following turn. Otherwise, your opponent automatically gains Initiative.

This card is played immediately.

CRACK ON!

A unit of your choice is in the zone! They're clicking along like a well-oiled machine and nothing can stand in their way!

The selected unit's TQ and Morale are raised by one die type and they are treated as if they have High Confidence for the duration of the turn (at the end of the turn, all values return to normal).

This card is played immediately.

MAN DOWN!

A randomly selected unit in your force has suffered a non-combat casualty. Immediately treat the unit as if it has taken a casualty. Roll on the First Aid table appropriate to the unit to determine the severity of the casualty's injuries.

This card is played immediately.

THE COST OF THE LOWEST BIDDER

A randomly determined vehicle in your force suffers a breakdown of some sort. Roll a D6:

1 – Electrical system failure. Vehicle completely disabled

2 – 3: Mobility failure – vehicle is immobilized

4 – 5: MGs or AGLs are so jam prone that they cannot lay down effective fire

6 – Main gun disabled

This card is played immediately.

ROLL OVER!

A randomly determined vehicle in your force suffers a rollover on harsh ground. The vehicle is immobilized and must be either righted or towed by a similar size vehicle (which takes three turns of base contact with the immobilized vehicle) or denied to the enemy either with grenades or from the air.

All crew and passengers must make roll a 4+ to avoid becoming a casualty

This card is played immediately.

SHUFFLING THE STACK

New fast-air assets are arriving while those that are bingo on fuel withdraw. JTACs/FACs need some time to orient the new pilots to troop positions on the ground to avoid de-confliction and a possible friendly fire incident.

Your force may not call for any further air strikes from the time this card is drawn until the end of the next turn.

This card is played immediately.

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AMPED UP!

Your force's squad and platoon level leaders are doing a fine job of focusing your men's attention on the job at hand – their situational awareness is so amped up that it's highly unlikely anyone will get the jump on them!

Your units receive a +1 to all Reaction tests for the duration of the game.

This card is played immediately.

SUSPECT DEVICE!

A possible landmine has been spotted in the path of one of your units. There is no time to summon the engineers, so the device must be bypassed!

Randomly determine the unit that has spotted the explosive. Your opponent may place a marker at least 6" from that unit and at least 4" from nearby units. None of your units may approach within 4" of the marker.

This card is played immediately

THE GOLDEN BB

This card may be played by any AT capable weapon at the time that it engages a vehicular target. The vehicle engaged is automatically destroyed, brewing up in such a dramatic fashion that it raises the morale of the AT weapon's force by one die type and lowers the morale of the opposing force one die type for the duration of the current turn.

This card may be held by the drawing player until their next AT fire at a vehicle, then it must be played.

I JUST GAVE IT A GOOD SMACK!

An enterprising crew member is able to put his mechanical skills to good use and restore one of your broken-down vehicles to action!

If your Force has suffered any Fog of War induced vehicle breakdowns (not combat damage), this card will restore one of them to action. Randomly determine which vehicle is repaired.

This card may be held and played later.

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This card may be held and played later.

WHO GOES THERE?

A dust, sandstorm, or sudden jungle downpour descends upon the battlefield, obscuring vision and muting sound.

All fire is treated as if it is outside Optimum Range and units more than 18" away may not be engaged at all. All units on both sides may only make Tactical moves for fear of drawing friendly fire.

This effect remains in play for the duration of the game unless a Fog of War card negating it is drawn.

This card is played immediately.

A BREAK IN THE CLOUDS

The sun breaks through the clouds and momentarily drives away the dust, sandstorm or any other negative weather effect currently in play.

This card negates any weather-related Fog of War or scenario effects for the duration of the game or until a new weather Fog of War card is drawn.

This card is played immediately.

SORRY GUYS, EVERYTHING'S TASKED...

Sometimes, close air support is stretched thin and even urgent requests cannot be met immediately.

If you are the insurgent player, play this card to automatically block one of your opponent's airstrike requests. If regulars, discard.

This card may be held and played later.

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ABORT! ABORT!

Sometimes leaders or FOs make such egregious errors in the heat of combat that no amount of fail-safes can save them. This is one of those times. Someone's managed to mix up the map grids to potentially tragic results…

Play this card when one of your opponent's unit leaders or FOs calls in an air strike or artillery/mortar/MLRS salvo. Instead of its intended target, the strike will land squarely on the unit that requested it.

This card may be held and played later.

IT'S A BAD DAY TO DIE

One of your units is seized by a sense of impending doom that fills them with dread and melancholy.

A randomly determined unit in your force suffers a -1 Negative Die Shift to their Morale (cannot be reduced below D6 by this card) and loses one level of Confidence (cannot be reduced below Poor Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

IT'S A GOOD DAY TO DIE

One of your units is filled with a gallant disregard for their own safety and intense desire to "get the job done."

A randomly determined unit in your force receives a +1 Positive Die Shift to their Morale (cannot be raised above D12 by this card) and gains one level of Confidence (cannot be raised above High Confidence with this card) for the duration of the game or until countered by another Fog of War card.

This card is played immediately.

HYDRATION CHECK!

The exertion of combat and the heavy loads carried by the troops has taken its toll on an infantry unit belonging to the initiative player. A randomly determined infantry unit which has not yet been activated must spend the duration of the turn re-hydrating. It may react to enemy fire, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

CAUGHT NAPPING!

Lack of sleep, heat and constant stress or a case of D&V has taken its toll on an infantry unit belonging to the non-initiative player. A randomly determined infantry unit which has not yet failed a Reaction test (i.e., is still eligible to React) loses its ability to React to enemy units. The unit may react to enemy fire directed at it, but with a -1 die roll modifier to its Reaction test die-roll. The unit's firepower is halved.

This card is played immediately.

WHERE'D THEY COME FROM?

A base of civilians, a goat herder or donkey cart appears in the middle of the battlespace. Randomly determine direction by rolling for table edge. The civilians will then continue across the board in a straight line at 3" movement per turn until they exit the board or are dispersed by regular forces.

This card is played immediately.

IS THAT A CIVIE?

A base of civilians appears in the middle of the battlespace in a randomly determined structure or building. They will attempt to flee the contact in a random direction or until they are dispersed by regular forces.

This card is played immediately.

RENDER AID

A base of civilians carrying a wounded child who has been caught in the crossfire appears within 6" of a randomly determined regular unit. The regular unit *must* provide basic medical care or call forward their medic to do so for one full turn before sending the civilians toward safety - they will walk at 3" per turn toward the safest, logical table edge.

This card is played immediately

WHO ARE YOU? RICHARD VALENTINE CECIL?

A pair of civilian media types has been attached to your unit. Immediately place with the headquarters element or most senior man on the ground. They must be protected at all costs and loss of either will garner a -5 Victory Points. The pair will act as noncombatant Dependents. If they survive the mission, their footage of your troops in action adds 3 Victory Points to your total. For insurgent forces, this is a propaganda team from a Warsaw Pact nation instead.

This card is played immediately.

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SF'S COMING IN

If you are a regular force, a patrol of four special operators on a special reconnaissance tasking in the area links up with your force. They attach themselves to a unit you designate. They are Stealthy and have Night Vision. They are armed with assault rifles and one SAW. They are all Advanced First Aid trained and can call in air support with the SF bonus. They have a Troop Quality/Morale of D10/D12. They may be separated from the unit to act on their own if desired.

This card is played immediately.

NODDY CARS!

A light armored (Eland 90, Ferret, M8 Greyhound, BRDM-2, or other light vehicle appropriate to the conflict - choose a model from your collection) roars up to join your force . It enters from the most logical friendly table edge. The vehicle crew has a Troop Quality/Morale of D8/D10. If you do not have an appropriate model or it would be illogical for your force to have this support, draw again.

This card is played immediately.

GUARDIAN ANGELS

An off-board sniper team on an unrelated task chimes onto your net and announces they have eyes on your operation. These "Hunters of Gunmen" will add a little punch to your force! On each turn, you may pick one enemy unit for the off-board sniper team to engage.

Roll 1D6 to determine if the sniper team is in position to effectively engage the target unit:

1: Sniper team has been recalled. No fire this turn. Discard this card immediately.

2: Sniper team can't engage the target unit.

3-4: Sniper team engages target w/5D10 Firepower. Cannot designate leaders/support weapons as casualties.

5-6: Sniper team engages target w/5D10 Firepower. Can designate leaders/support weapons as casualties.

Off-board teams may not be fired upon.

This card is played immediately.

THAT'S A GRAND CROSS OF VALOUR (OR HONORIS CRUX) RIGHT THERE...

A member of one of your units performs an act of self-sacrificing valor to save the lives of his comrades. This card can be played when an infantry unit receives multiple casualties in a single round of fire. The number of casualties taken, however many there were, is reduced to 1 (randomly roll which one remains a casualty). This card may be held and played later.

STOPPAGE!

A randomly determined support weapon in a randomly determined unit in your force seizes up and cannot be restored to action for the duration of the game (unless the "I Just Gave it a Good Smack" card is played).

This card is played immediately.

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This card is played immediately.

AMBUSH!!

A previously undetected insurgent unit springs an Ambush!

If your force is utilizing insurgent Hot Spots roll on your reinforcement table. The resulting unit may be placed any were on the table you choose, but must be placed at least 6" from an enemy unit. Immediately roll a TQ test to ambush any enemy unit within ambush range as per the normal ambush rules.

Discard this card and draw again if you are playing a regular force or are not utilizing insurgent Hot Spots.

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